skinning
Posted by rob - 2006/12/08 12:39

I´m trying to convert to v2 a skin based on Chromatic. I use a .PNG day font (1024x35) from 1 to 31. Days are shown incorrectly on the skin, so I suppose it is related to a bad configuration of elements.xml.
There are two variables (in elements.xml), alphabet and separation, that I think may be the reason. How can I configure these variables? Anything else to change?

Thanks.

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Re:skinning
Posted by Rainy - 2006/12/09 05:07

Do not use <bitmapfont> if the image has double digits. You need to use the <bitmap> instead and define the number of frames with "frames" attribute. E.g.

<bitmap id="bitmap.month.numbers" file="images/numbers.png" frames="32" />

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Re:skinning
Posted by daven - 2007/04/15 21:38

I'm trying to use the bitmap from the old tranquil skin and am having problems.

The documentation (included in 2.1 b38) for <days> says "Contains an appearance which draws the normal days to the calendar. It's possible to use a normal font as the appearance's element or a bitmap font which defines alphabet from 0 to 9 or a bitmap with 32 frames (the first frame is ignored)."

I have added <bitmap id="bitmap.numbers.tranquil.red" file="images/numbers-red.png" frames="32" /> to elements.xml. In my calendar I have configured <weekends> <appearance priority="-1" element="bitmap.numbers.tranquil.red" align="CENTER" /> </weekends>. The weekdays are still set to bitmap.numbers.white (as per the default Shadows skin).

This is the result:
http://www.rainlendar.net/cms/components/com_joomlaboard/uploaded/images/tranquil_prob.JPG

Notice that the weekend numbering is off by one day, while the weekdays are correct. Is it possible that the first of the 32 frames is not ignored?

Post edited by: daven, at: 2007/04/15 21:44

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Re:skinning
Posted by Rainy - 2007/04/17 13:56

Yes, the first frame is not ignored in the xml skins. I'll update the docs.

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