
Convert active skin into new skin?

Posted by huckepick - 2010/12/02 15:54

Hey guys,

I know there are hundreds of posts out there which describe how to modify skins or create new ones.

However, I am really lazy and don't want to spend too much time on creating skins.

What I want to do:

I compiled a custom active skin just by collecting elements from existing skins in my skins folder. I adjusted certain settings of elements and dragged them where I want them to appear on the desktop.

Having my rainlendar 2.7 ini file at hand and the "source" skins in my skins folder, is there a really simple workflow to create a new skin such that it preserves all my settings and I can always revert to them?

Honestly, in the skins tab I would expect a "create new skin" button under the "Active Skin" section which creates a - so to say - "merged" .r2skin file automatically.

The quickest and dirtiest way as of now for lazy people like me to accomplish the desired effect would be to zip the whole config folder and revert to it later.

Any less dirty but still quick solutions?

Cheers.

=====