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## [Closed] Cowon for Rainlendar

Posted by nem0 - 2012/03/02 17:58

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hi there ,this is my first try with Rainlendar and it is quite promising but am stuck at some point and whatever i try it just doesnt go any further ,so any help would be MUUUUUUUUUUCH appreciated.

what am trying to do is to port the Rainmeter skin to Rainlendar as they have pretty much the same characteristics except for some points ,anyway my first try was with a well known clock call COWON which is made by marcarnal.

so as u can see in the Screen shoot that anything out side of this dimensions is invisible and i dont have the right knowledge regarding the codes differences between Windows and Mac to get it to work properly.

i attached both the Rainmeter config file + the Rainlendar config file i made to make it easier for u to trace the codes.

[http://www.rainlendar.net/cms/images/fbfiles/files/Cowon\\_Clock.zip](http://www.rainlendar.net/cms/images/fbfiles/files/Cowon_Clock.zip)

[http://www.rainlendar.net/cms/images/fbfiles/images/rainmeter\\_rainlendar.jpg](http://www.rainlendar.net/cms/images/fbfiles/images/rainmeter_rainlendar.jpg)

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## Re: Cowon for Rainlendar

Posted by anoob - 2012/03/03 03:20

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This is because the calendar had default width and height, I know a way to workaround it.

```
YearEnable=1
```

```
YearX=220
```

```
YearY=320
```

```
Window=0
```

```
X=0
```

```
Y=0
```

```
Rasterizer=BITMAP
```

```
BitmapName=digitshours.png
```

```
Digits=2
```

```
Align=0
```

```
Format=%l
```

```
Window=0
```

```
X=0
```

```
Y=130
```

```
Rasterizer=BITMAP
```

```
BitmapName=digitsminutes.png
```

```
Digits=2
```

```
Align=0
```

```
Format=%M
```

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## Re: Cowon for Rainlendar

Posted by nem0 - 2012/03/03 03:55

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WHHHHHHHHHHHHT ,god dam i need to give u a HUG right now ,if u know for how long this dam skin made me bang my head to the wall :( ,thanx soooooooooooooo much m8 ,words cant describe how high i am right now.

i will add a link for the official release later so everyone can use it ,i just need to add some little final touches to it ,thanx alot again anoob.

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