[Closed] Skin Question
Posted by nem0 - 2012/03/04 03:22

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am makeing/porting a skin that use a png file for every number ,like for hours > there is a png for every hour and for seconds there is a png also for every second like 01 ,02 , 03 ,etc...

the problem is i dont know how to make Rainlendar or what code should i write to read different png according to every sec/min/hr that the system reads ,anoob was generous enough to help me with the last skin i was porting but this skin is just a whole different story.

+if anyone knows a simple code for the weather to be added to the skin that would be just GREAAAAAAT.

ANY help would be much appreciated.

Update: 6/3

*why when i write a letter after or b4 X=100 or Y=100 it reset to 0 in both direction ?
*why the thin fonts don’t work ?
*how to convert skin from ini to xml ,the 1st topic dont help in anyway for the newpies ?

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Re:Skin Question
Posted by Jorge_Luis - 2012/03/04 07:42

Add in elements.xml (I will suppose that minute and second images are the same):

...

...

Then, in a lua script do:
```
--for 12 hours system. The numbers doesn't have trailing zeroes (5 instead of 05)
hourNow = tonumber(os.date("%I"))
minNow = tonumber(os.date("%M"))
secNow = tonumber(os.date("%S"))
Rainlendar_SetItemValue(window, "MyPortedSkin.hour", "element", "bitmap.hour." .. hourNow)
Rainlendar_SetItemValue(window, "MyPortedSkin.min", "element", "bitmap.minsec." .. minNow)
Rainlendar_SetItemValue(window, "MyPortedSkin.sec", "element", "bitmap.minsec." .. secNow)
```

You need to have in the window xml something like:

About weather, there's no a simple code because you need to connect to a site, download the file, parse the file (the worst part) and display it on screen.

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Re:Skin Question
Posted by nem0 - 2012/03/04 09:00

Jorge_Luis wrote:
Add in elements.xml (I will suppose that minute and second images are the same):

...

...

.....

About weather, there's no a simple code because you need to connect to a site, download the file, parse the file (the worst part) and display it on screen.

WOOOOOOOOW ,u mean i need to write every png to its number ,cant i just write it like in Rainmeter where u have somthing like Substitute ???

and about the weather ,its okey ,i can live without it ,its a lame thing anyway.

btw ,could u please write this code or the simpler code in ini not xml ,its easier to understand this way ,btw what would be the reason if the png is just showing half of its size even when i write W=500 it sill shows the half only ??? ,thanx again for ur time and help.

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Re:Skin Question

Posted by anoob - 2012/03/04 13:50

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I'm not sure what effect you want, so try this first:

```
;setting height and width(its a way for workaround)

YearEnable=1
YearX=220
YearY=500

; setting Hours

Window=0
X=0
Y=0
Rasterizer=BITMAP
BitmapName=digitshours.png
Digits=2
Align=0
Format=%I

; setting Minutes

Window=0
X=0
Y=130
Rasterizer=BITMAP
BitmapName=digitsminutes.png
Digits=2
Align=0
Format=%M

; setting Second

Window=0
X=0
Y=260
Rasterizer=BITMAP
BitmapName=digitshours.png
```

Digits=2
Align=0
Format=%S

what would be the reason if the png is just showing half of its size even when i write W=500 it sill shows the half only ???Can you posted(or attach) the whole ini ? i would check it.

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Re:Skin Question
Posted by Jorge_Luis - 2012/03/04 16:42

I don't know about ini because I started using Rainlendar with version 2.
But from the original question, there is 1 png for hour and 1 png for seconds or 12 png for hours and 60 png for seconds?

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Re:Skin Question
Posted by nem0 - 2012/03/04 23:50

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anoob wrote:
what would be the reason if the png is just showing half of its size even when i write W=500 it sill shows the half only ???Can you posted(or attach) the whole ini ? i would check it.

i know that code already but it didnt work :(,anyway here is the skin with both the ini ,see if u can fix the other skin too please :).
http://www.rainlendar.net/cms/images/fbfiles/images/dresses.jpg

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Re:Skin Question
Posted by nem0 - 2012/03/04 23:59

Jorge_Luis wrote:
I don't know about ini because I started using Rainlendar with version 2.
But from the original question, there is 1 png for hour and 1 png for seconds or 12 png for hours and 60 png for seconds?

EXACTLY ,here i attached the skin to make it more understandable to know what am after.
http://www.rainlendar.net/cms/images/fbfiles/images/timeloid.jpg

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Re:Skin Question
Posted by Jorge_Luis - 2012/03/05 13:10

I convert the ini skin to the new r2skin format (it's just a zip file but with another extension).
You can find in the script folder a kind of meter.ini and in the xml folder a kind of lendar.ini
It's not a big code. The ini format was dropped in Rainlendar (but works), but it still exists on Rainmeter (that was before my time ;)).

Install this file with Rainlendar: Timeloid 3D - Rainlendar2 version

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Re:Skin Question
Posted by nem0 - 2012/03/05 13:33

Jorge_Luis wrote:

I convert the ini skin to the new r2skin format (it's just a zip file but with another extension).
You can find in the script folder a kind of meter.ini and in the xml folder a kind of lendar.ini
It's not a big code. The ini format was dropped in Rainlendar (but works), but it still exists on Rainmeter (that was before my time ;)).

Install this file with Rainlendar: Timeloid 3D - Rainlendar2 version

YOU MAAAAAAAAAAAADE IIIIIIIIIIIIIIIT ,WTF. ,thanx soooooooo much but yet again i must say HOW U MADE IT WORK that was my first question to learn from it so i can make somethin else or to port somethin harder and as u made it with XML am so lost ,thats why i asked for the ini not the xml :(,anyway thanx again.

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Re:Skin Question

Posted by anoob - 2012/03/05 14:17

Unfortunately, the effect you want cannot use ini to work, because (old) ini file cannot support variable, you must use xml + lua to work.
So please refer the skin that Jorge_Luis made.

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Re:Skin Question

Posted by Jorge_Luis - 2012/03/05 16:15

How it works: (this will be a biiiiiig post :P)

```
--
-- This is the initialization function. It gets called every time Rainlendar
-- is started or refreshed. The initialization function must be defined in the
-- skin file.
--
function Timeloid3D_Initialize(skin, window)
  -- Create a timer which updates the data once per second
  Rainlendar_CreateTimer(1000, Timeloid3D_OnTimer, skin .. "|" .. window)

  -- Run the timer callback so the data is updated immediately
  Timeloid3D_OnTimer(skin .. "|" .. window)
end

--
-- A callback function for the timer. This gets called every time the timer triggers.
-- Returns true so the timer will go on forever (false would stop the timer).
--
function Timeloid3D_OnTimer(userData)
  -- Split the user data
  _, _, skin, window = userData:find("(.*)|(.*)")

  time = os.date("%I:%M:%S")
  _, _, tHour, tMin, tSec = time:find("(%d+):(%d+):(%d+)")
  tHour = tonumber(tHour)
  tMin = tonumber(tMin)
  tSec = tonumber(tSec)
  Rainlendar_SetItemValue(window, "Timeloid3D.hour", "element", "bitmap.h" .. tHour)
  Rainlendar_SetItemValue(window, "Timeloid3D.tens", "element", "bitmap.m" .. math.floor(tMin / 10))
  Rainlendar_SetItemValue(window, "Timeloid3D.minute", "element", "bitmap.mm" .. tMin % 10)
  Rainlendar_SetItemValue(window, "Timeloid3D.second", "element", "bitmap.s" .. tSec)
  Rainlendar_Redraw(0, window)
  return True
end
```

This is the timeloid.lua file, a LUA script. The first function (Timeloid3D_Initialize) is launched when the window appears (see next, timeloid.xml). It creates a timer which launchs the second function (Timeloid3D_OnTimer) every 1000 ms (like in the meter.ini). The OnTimer reads the current time (os.date) and using Regular Expressions (not too dificult but kind of), it takes the hour, the minute and the second and convert each string (a text) into a number.
Another way is to read the hour, minute and second separately with os.date("%I"), os.date("%M") and os.date("%S"), but you can have something like 1:59:58 -> 1:59:59 -> 1:00:00 -> 2:00:01 if they're not taken at the same time. (you take the hour just a moment before the change to 2).
The ".." concatenates strings. And with the SetItemValue (you can find more info in the Rainlendar Help) it changes the value of e.g. "element" of the item called "Timeloid3D.hour". And then, redraws the window (every second a new picture).

The values for the element tag are stored in xml/elements.xml

...

...

...

...

Each image must have an identifier. Because of the pattern, I can change the values of the element tag.

Now comes the window, timeloid.xml:

When the window is created (oncreate) it launchs the first function of this post.
Then, one by one, each image that composes the window. (I use .h0, .m0, .mm0 and .s0 by default)
The order matters, that's way I put the secsshadow before the second but after the minute.

You can find these files renaming the extension from .r2skin to .zip and opening it with any app.
If you want to port any other skin, you will need to check every skin (start with Shadow4.r2skin). When I start to use Rainlendar2, I didn't know anything about LUA or XML (a little of XML). But you will need a little experience on C language (from LUA comes).

There is a "better" way, with less lines, but you need to put all the hours in 1 file, one next the other. You will have a image with e.g. 12 frames (1 -> 12), and with the item, you can "do" something automatic.

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Re:Skin Question

Posted by nem0 - 2012/03/05 23:04

THAT just gave me a big headache ,does the "BETTER WAY" involves xml and lua also or it could be done differently ,could it be applied on the other skin ?

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Re:Skin Question

Posted by Jorge_Luis - 2012/03/06 06:50

Sorry nem0, but the way that Rainlendar2 uses codes is always with lua.

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Re:Skin Question

Posted by nem0 - 2012/03/06 07:05

Jorge_Luis wrote:
Sorry nem0, but the way that Rainlendar2 uses codes is always with lua.

its okey ,i used ur port as reference to make the other skin ,could u please check it and tell what is wrong cuz rainlendar cant see it and always give an error about skin.xml is not found ,also tell me how to encode the skin into r2skin format ???
http://cl.ly/172O3q2M111i1z3a0x2r

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Re:Skin Question

Posted by anoob - 2012/03/06 12:16

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a) First, explain "how to encode the skin into r2skin format ":
You can see this about "How can I create new skins?":
http://www.rainlendar.net/cms/index.php?option=com_kunena&Itemid=42&func=view&catid=3&id=14707#14708

b) Please use the standard double-quotes "xx" (or use standard single-quotes 'xx'), instead use other kind-quotes.

c) About "dress.xml" :
I changed some values to make images to match the correct place.

d) About "element.xml" :
You are duplicate-define some elements, e.g.

e) About "dress.lua" :
time = os.date("%I:%M")
--> it will get a time-string "time" e.g. time="09:05"

_, _, tHour, tMin = time:find("(%d+):(%d+)")
--> it will get two string "tHour" "tMin" e.g. tHour="09" tMin="05"

tHour = tonumber(tHour)
tMin = tonumber(tMin)
--> it will get two numbers "tHour" "tMin" e.g. tHour=9 tMin=5, but you defined the bitmap's id is like "bitmap.b00", you always need two digits, so please deleted them

Rainlendar_SetItemValue(window, "dress.hour", "element", "bitmap.b".. tHour)
--> it will rewrite as

Attach the file that i had modified(because can only attach 120k file, so not including images)
http://www.rainlendar.net/cms/images/fbfiles/files/Dress_01.zip

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Re:Skin Question

Posted by nem0 - 2012/03/06 22:47

I LOVE YOU MAN :laugh: ,You & JOURGE have done such a wonderfullllllllll job helping me ,i think it didn't work because of the fucken MAC smart quoting thing plus the other things of-course but i think that was the major reason why it didn't work but still am soooooo thankful for both of you ,just a last couple a questions

*why when i write a letter after or b4 X=100 or Y=100 it reset to 0 in both direction ? ,what i mean is i want the clock to be locked to right and when the number changes it doesn't move but instead it expand to the left.

*why the thin fonts don’t work ? ,something like code light ,at least it looks thicker on mac than on windows.

*how to convert skin from ini to xml ,the 1st topic dont help in anyway for the newpies and not even the rainlendar help ? (SOLVED).

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