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## Repack into R2Skin

Posted by nem0 - 2012/03/11 04:23

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could you PLEASE add this feature.

how it works ?

you load ur skin on RL and after u made all ur changes/modifications u simply chose Repack Current Skin To R2Skin from the context menu ,this way u no more manually zipping and repacking ur skin ,no more skin crashes because of the repacking + this way RL make sure that all ur infos inside the skin displays correctly without u interfering with anything.

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## Re: Repack into R2Skin

Posted by Jorge\_Luis - 2012/03/11 08:37

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nem0, if you are trying and making changes in a skin too often, you can simply unpack the r2skin file in a folder inside the user folder ([http://www.rainlendar.net/cms/index.php?option=com\\_easyfaq&Itemid=26#faq1](http://www.rainlendar.net/cms/index.php?option=com_easyfaq&Itemid=26#faq1)) without the need to zip and unzip every time, only after the changes are completed.

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## Re: Repack into R2Skin

Posted by nem0 - 2012/03/11 08:50

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i did that and i had 2 problems ,1 - RL read the skin but the skin is not visible ,2 - the skin is visible but the infos inside like (comment ,prev) are not displayed right.

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## Re: Repack into R2Skin

Posted by Rainy - 2012/03/14 12:04

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The uncompressed skins should work exactly the same way as the compressed ones. If they don't it means that there is some bug in Rainlendar. In that case you can just create a simple example skin which shows the problem, post it here and I'll fix the bug.

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## Re: Repack into R2Skin

Posted by nem0 - 2012/03/15 05:43

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the uncompressed skins works just fine but the only reason i want to make the skin as r2skin is to make it easier to install without the need to copy every new skin i get to the skin folder every time i want to install a one ,instead with r2skin all u need to do is just drag & drop ;).

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