<alarm>

Defines the alarm window.

Attributes

- *w* - The width of the alarm window. If not given the width is calculated automatically.
- *h* - The height of the alarm window. If not given the height is calculated automatically.
- *threshold* - This defines the alpha threshold for the region transparency. All pixels that have alpha value less than the threshold will be removed from the region.
- *textmargins* - Defines the space in the window before the text is drawn. The mergins are defined with four (left, top, right, bottom) comma separated values which define the space in pixels for each edge.

Parents
skin

Children
item
category
image
month
year
calendar
eventlist
todolist
button
group
scrollgroup
copygroup
time
text
separator

<alldayarea>

Defines the all day area for the schedule item. The all day area is located under the weekdays and it's height depends on the events it contains.

Attributes

- *eventminheight* - The minimum height for an event in the all day item area.
- *eventmaxheight* - The maximum height for an event in the all day item area.
- *maxheight* - The maximum height of the all day event. If there are more events than would fit inside the area a scroll bar is shown.
- *preferredheight* - The preferred height of the all day area. The height can grow if there are more events than would otherwise fit inside the area.

Parents
schedule

Children
titleitems
normalitems
todayitems
weekenditems

<appearance>

Defines an appearance for a category or a list item.

Attributes

- *target* - Defines the target item(s) where the appearance is used. The possible values are: 1=Calendar, 2=EventList, 4=TodoList, 8=Alarm, 16=Tooltip. You can also combine the values by adding the numbers together. For example if you want to use the same appearance in the event and todo lists as well as in the tooltips you'd set the target to 22 (=2+4+16). This attribute is used only in <category> element.
- *priority* - This value is used in the calendar item to define which appearance to use if the same date has multiple events. For all appearances on the same layer the one with the highest priority will be used. You can use any value (also negative). Note that also the event recurrence affects the priorities. Daily items get +10, weekly +20, monthly +30, yearly +40 and single items +50.
- *visible* - Set to 0 to hide the appearance. This does not necessarily hide the event/todo from the list.
- *showalways* - Set to 1 to draw the appearance always even if there is something with higher priority on the same layer. Appearances with showalways=1 are not included in the priority calculations at all.
- *ignoredefault* - Set to 1 to skin the default event appearance in the calendar. You can use this if you want to have the appearance on a different layer than

the default event appearance and don't want it to be drawn as well.

- *element* - This defines the element to be used as appearance.
- *indent* - Indents the first line right by the given number of pixels. If the value is negative all the other lines are intented instead.
- *align* - The alignment of the element. Possible values are: "TOP-LEFT", "TOP-CENTER", "TOP-RIGHT", "CENTER-LEFT", "CENTER", "CENTER-RIGHT", "BOTTOM-LEFT", "BOTTOM-CENTER" and "BOTTOM-RIGHT".
- *color* - The color of the text. The color is defined with four (red, green, blue, alpha) comma separated values from 0 to 255 (alpha value 255 means opaque). This is only used if the element attribute refers to a font.
- *effectcolor* - The color of the text effect (border, shadow). The color is defined with four (red, green, blue, alpha) comma separated values from 0 to 255 (alpha value 255 means opaque). This is only used if the element attribute refers to a font and has some effect.
- *linkcolor* - The color of a link. The color is defined with four (red, green, blue, alpha) comma separated values from 0 to 255 (alpha value 255 means opaque). This is only used if the element attribute refers to a font.
- *effect* - The text effect. Possible values are: "NORMAL", "BORDER" and "SHADOW". This is only used if the element attribute refers to a font.
- *padding* - This defines the space that is added around the item. The padding is defined with four (left, top, right, bottom) comma separated values which define the space in pixels for each edge.
- *offset* - Defines an offset (x,y) for the appearance item. Currently this works only for the icons on the calendar.
- *layer* - The appearances can be defined for different layer. Only a single appearance item is used for the same layer. You can use any value (even negative).

Parents

cancelleditem
category
completeditem
days
eventarea
events
eventtext
exdays
exevents
exweekends
header
highpriorityitem

item
lowpriorityitem
mediumpriorityitem
overdueitem
pastheader
pastitem
today
weekdays
weekends
weeknums

Children
None

Example

```
<appearance target="1" layer="-2" priority="1"
element="bitmap.numbers.glow" align="CENTER" ignoredefault="1" />
```

<author>

Defines the author of the skin. This is the string that is shown as the author in the skin details view in Rainlendar's options.

Attributes
None

Parents
info

Children
None

Example

```
<author>Rainy</author>
```

<background>

Defines the background image for the tooltips. The image should define 4 frames which contain the same image in different orientations. The used frame depends on the position where the tooltip is shown (it will be rotated if it wouldn't fit on the

screen).

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)
- *x1* - The left coordinate of the position rectangle.
- *x2* - The right coordinate of the position rectangle.
- *y1* - The top coordinate of the position rectangle.
- *y2* - The bottom coordinate of the position rectangle.
- *x* - The left coordinate of the position rectangle. This is alternative to x1.
- *y* - The top coordinate of the position rectangle. This is alternative to y1.
- *w* - The width of the position rectangle.
- *h* - The height of the position rectangle.
- *origin* - The origin for x and y.
- *origin1* - The origin for x1 and y1.
- *origin2* - The origin for x2 and y2.
- *visible* - Set to 0 to hide the item.
- *element* - This defines the element to be used as the tooltip background. The image element should have 4 frames which define the background image in all 4 different orientations.
- *scaling* - This defines how the image fills the given rectangle. Possible values are "TILE", "STRETCH", "UNIFORM", "NONE".
- *margins* - Defines the margins in the image before the stretching/tiling starts. The mergins are defined with four (left, top, right, bottom) comma separated values which define the space in pixels for each edge.

Parents
tooltip

Children
None

Example

```
<background id="Tooltip.background" element="bitmap.tooltip"
margins="50,10,15,30" scaling="TILE" origin1="TOP-LEFT" x1="0"
y1="0" origin2="BOTTOM-RIGHT" x2="0" y2="0" />
```

<bitmap>

A static image that is shown in a window. Usually used to define the background of a

calendar or the other windows.

Attributes

- *id* - Defines the identified string for the element. The items that uses this element refer to it by this string.
- *file* - This is the relative path to the image file. The file can be bmp, jpg or png format. %L can be used in the file name to substitute the current language name. If the image cannot be found the string "English" is used instead.
- *opacity* - Defines the transparency value for the image. 100 is fully opaque and 0 is completely transparent.
- *frames* - The number of frames the image has. If defined the image is splitted into frames either vertically or horizontally (the larger dimension defines the split direction). You can refer to a frame by adding ".N" at the end of the element name (e.g. bitmap.months.4)
- *hue* - Changes the hue (in HSV color space) of the image. You can use values from -1.0 to 1.0.
- *saturation* - Changes the saturation (in HSV color space) of the image. You can use values from -1.0 to 1.0.
- *value* - Changes the value (in HSV color space) of the image. You can use values from -1.0 to 1.0.
- *brightness* - Changes the brightness of the image. You can use values from -1.0 to 1.0.
- *contrast* - Changes the contrast of the image. You can use values from -1.0 to 1.0.
- *rotate* - Rotates the bitmap with the given amount of degrees. You can use values from -360.0 to 360.0.

Parents
elements

Children
None

Example

```
<bitmap id="bitmap.months" file="images/Months-%L.png" frames="12" />
```

<bitmapfont>

Similar as the bitmap except that the image contains a single character per frame so that it is possible to write text with the images

it is possible to write text with the images.

Attributes

- *id* - Defines the identified string for the element. The items that uses this element refer to it by this string.
- *file* - This is the relative path to the image file. The file can be bmp, jpg or png format.
- *opacity* - Defines the transparency value for the image. 100 is fully opaque and 0 is completely transparent.
- *separation* - The distance in pixels between two characters. This value can be also negative.
- *alphabet* - This defines what characters the image contains. The syntax for the alphabet is "<LETTER>=<WIDTH>;<LETTER>=<WIDTH>;<LETTER>=<WIDTH>;..." (i.e "A=10;B=6;C=8;"). Special letters like ';' which would mess up the format need to be defined as unicode (e.g. "U+3B"). If all the fonts have the same width you don't have to define the widths and just list all the characters (e.g. "0123456789"). The bitmap font image will be automatically divided into as many parts as there are letters in the alphabet and the characters must be equally spaced in the image. That means that if for example the width (or height) is 300px and you have 30 letters in the alphabet each character will take 10px in the image no matter what you define as its width in the alphabet attribute.
- *hue* - Changes the hue (in HSV color space) of the image. You can use values from -1.0 to 1.0.
- *saturation* - Changes the saturation (in HSV color space) of the image. You can use values from -1.0 to 1.0.
- *value* - Changes the value (in HSV color space) of the image. You can use values from -1.0 to 1.0.
- *brightness* - Changes the brightness of the image. You can use values from -1.0 to 1.0.
- *contrast* - Changes the contrast of the image. You can use values from -1.0 to 1.0.

Parents
elements

Children
None

Example

```
<bitmapfont id="bitmap.numbers.blue" file="images/Numbers-Large-Blue.png" alphabet="0123456789" separation="-12" />
```

<button>

Draws a button to the window. The button can have three states: normal, pressed and hover. When the button is pressed the function defined with the "action" attribute is executed. The button can be pressed with left, right or the middle button. The functions are defined in the lua scripts.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)
- *x1* - The left coordinate of the position rectangle.
- *x2* - The right coordinate of the position rectangle.
- *y1* - The top coordinate of the position rectangle.
- *y2* - The bottom coordinate of the position rectangle.
- *x* - The left coordinate of the position rectangle. This is alternative to x1.
- *y* - The top coordinate of the position rectangle. This is alternative to y1.
- *w* - The width of the position rectangle.
- *h* - The height of the position rectangle.
- *origin* - The origin for x and y.
- *origin1* - The origin for x1 and y1.
- *origin2* - The origin for x2 and y2.
- *visible* - Set to 0 to hide the item.
- *element* - This defines the element to be used as appearance. It's possible to use only image elements. The element should have 3 frames which are used as normal, pressed and hover modes.
- *scaling* - This defines how the image fills the given rectangle. Possible values are "TILE", "STRETCH", "UNIFORM", "NONE".
- *margins* - Defines the margins in the image before the stretching/tiling starts. The margins are defined with four (left, top, right, bottom) comma separated values which define the space in pixels for each edge.
- *leftaction* - The function that is executed when the left button is pressed.
- *leftdblcklaction* - The function that is executed when the left button is double clicked.
- *leftholdaction* - The function that is executed when the left button is kept down a while.
- *rightaction* - The function that is executed when the right button is pressed.
- *rightdblcklaction* - The function that is executed when the right button is double clicked.
- *rightholdaction* - The function that is executed when the right button is kept down a while.

- *middleaction* - The function that is executed when the middle button is pressed.
- *middledblcklaction* - The function that is executed when the middle button is double clicked.
- *middleholdaction* - The function that is executed when the middle button is kept down a while.
- *tooltip* - Defines a tooltip which is shown when the mouse cursor is moved over the button.

Parents
alarm
cancelleditem
completeditem
copygroup
group
header
highpriorityitem
item
lowpriorityitem
mediumpriorityitem
overdueitem
pastheader
pastitem
scrollgroup
tooltip
window

Children
None

Example

```
<button id="Calendar.button.prev" visible="1" element="button.arrow.left" x="0" y="2" leftaction="Global_ShowMonth(-1)" />
```

<calendar>

Draws the calendar to the window. The calendar shows the month that the user has chosen. By default it shows the current month (unless defined otherwise with "showmonth"). This element draws all the days in the month. If only the current date should be shown use the <time> element instead.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)
- *x1* - The left coordinate of the position rectangle.
- *x2* - The right coordinate of the position rectangle.
- *y1* - The top coordinate of the position rectangle.
- *y2* - The bottom coordinate of the position rectangle.
- *x* - The left coordinate of the position rectangle. This is alternative to x1.
- *y* - The top coordinate of the position rectangle. This is alternative to y1.
- *w* - The width of the position rectangle.
- *h* - The height of the position rectangle.
- *origin* - The origin for x and y.
- *origin1* - The origin for x1 and y1.
- *origin2* - The origin for x2 and y2.
- *visible* - Set to 0 to hide the item.
- *layout* - This defines the layout of the days. Possible values are GRID, HORIZONTAL, VERTICAL and FREE.
- *coords* - If the layout is set to FREE this defines the coordinates where the days should be placed. The value must contain 62 comma separated numbers (i.e. 31 coordinate pairs).
- *showmonth* - This defines which month the calendar show show. The default value is "0" which means current month. "+1" means the next month, "+2" is the month after that and so on. Negative values mean previous months. If the + or - sign is not given the month is defined by the number (e.g. showmonth="4" means April of the current year).
- *keeptodayinplace* - If set to 1 the week which has today's date is shown first in the calendar. You can use postshowcount and preshowcount to adjust the position of the current week.
- *postshowcount* - This defines the number of weeks that are shown before the current month in the calendar. You can also use negative values. This is only used with the GRID layout.
- *preshowcount* - This defines the number of weeks that are shown after the current month in the calendar. You can also use negative values. This is only used with the GRID layout.

Parents

alarm
copygroup
group
scrollgroup
tooltip
window

Children
days
exdays
weekends
exweekends
events
eventtext
exevents
today
weeknums
weekdays
category

<cancelleditem>

Defines the appearance for cancelled items. If the todo item has appearance defined by the category it might override this.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)

Parents
todolist

Children
appearance
image
button

Example

```
<cancelleditem>
   <appearance padding="10,0,0,3" element="font.normal"
color="180,180,180,255" effect="NORMAL" align="TOP-LEFT" />
   <image element="bitmap.todo.item" origin="TOP-LEFT" x="0" y="0"
/>
</cancelleditem>
```

<categories>

A grouping element for the categories

Attributes
None

Parents
skin

Children
category

<category>

Defines a category for which the skin has an appearance.

Attributes

- *id* - The name of the category.

Parents
alarm
calendar
categories
eventlist
todolist
tooltip

Children
appearance

Example

```
<category id="Important">
   <appearance target="1" layer="0" priority="100"
element="bitmap.numbers.red" align="CENTER" />
   <appearance target="2" layer="0" priority="100" element="font.bold"
color="255,0,0,255" effect="BORDER" align="TOP-LEFT"
padding="0,0,0,3" />
   <appearance target="4" layer="0" priority="100" element="font.bold"
color="255,0,0,255" effect="BORDER" align="TOP-LEFT"
padding="10,0,0,3" />
   <appearance target="8" layer="0" priority="100" element="font.large"
```

```
color="255,0,0,255" effect="BORDER" align="TOP-LEFT"
padding="15,0,0,0" />
   <appearance target="16" layer="0" priority="100" element="font.bold"
color="255,0,0,255" effect="BORDER" align="TOP-LEFT" />
</category>
```

<comment>

A general comment or description of the skin. Here you can describe the skin instructions, functionality or whatever you feel that the user should know.

Attributes
None

Parents
info

Children
None

<completeditem>

Defines the appearance for completed items. If the todo item has appearance defined by the category it might override this.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)

Parents
todolist

Children
appearance
image
button

Example

```
<completeditem>
   <appearance padding="10,0,0,3" element="font.normal"
color="180,180,180,255" effect="NORMAL" align="TOP-LEFT" />
```

```
    <image element="bitmap.todo.item" origin="TOP-LEFT" x="0" y="0"
/>
</completeditem>
```

<copygroup>

This is a special grouping node which will duplicate all its contents. The position of the items is not adjusted automatically so it is necessary to use a math expression to define the locations if you don't want them to be on top of eachother.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)
- *x1* - The left coordinate of the position rectangle.
- *x2* - The right coordinate of the position rectangle.
- *y1* - The top coordinate of the position rectangle.
- *y2* - The bottom coordinate of the position rectangle.
- *x* - The left coordinate of the position rectangle. This is alternative to x1.
- *y* - The top coordinate of the position rectangle. This is alternative to y1.
- *w* - The width of the position rectangle.
- *h* - The height of the position rectangle.
- *origin* - The origin for x and y.
- *origin1* - The origin for x1 and y1.
- *origin2* - The origin for x2 and y2.
- *visible* - Set to 0 to hide the item.
- *xcount* - Defines how many times the contained items are duplicated horizontally. #XCOUNT# can be used in the position attributes of the contained items to substitute the current iteration (starts from 0)
- *ycount* - Defines how many times the contained items are duplicated vertically. #YCOUNT# can be used in the position attributes of the contained items to substitute the current iteration (starts from 0).

Parents

alarm
copygroup
group
scrollgroup
tooltip
window

Children

image
month
year
calendar
eventlist
todolist
button
group
scrollgroup
copygroup
time
text

<currenttime>

Defines the current time items for the schedule item. The current time moves as the time passes and can be used to mark the time on the event grid.

Attributes
None

Parents
schedule

Children
image
time
text

<days>

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 31 frames.

Attributes
None

Parents
calendar

Children

appearance
image
time
text

Example

```
<days>
   <appearance priority="-1" element="bitmap.numbers.white"
align="CENTER" />
</days>
```

<elements>

A grouping element for the skin elements. An element (not to be mistaken with an xml element) is a drawable object that is used by all items in the window. So, everything that you see in Rainlendar's windows is an element.

Attributes
None

Parents
skin

Children
bitmap
bitmapfont
font
solid
gradient

<email>

Defines the author's email. This element is optional. If defined the author is shown as a email link in the skin details view in Rainlendar's options.

Attributes
None

Parents
info

Children

Children
None

Example

```
<email>rainy@iki.fi</email>
```

<evenitems>

Contains the schedule items for the even rows in the grid.

Attributes
None

Parents
gridarea

Children
image
time
text

<eventarea>

Defines the appearance for an event in the schedule. The event's position and size depends on its' start time and lenght.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)
- *x1* - The left coordinate of the position rectangle.
- *x2* - The right coordinate of the position rectangle.
- *y1* - The top coordinate of the position rectangle.
- *y2* - The bottom coordinate of the position rectangle.
- *x* - The left coordinate of the position rectangle. This is alternative to x1.
- *y* - The top coordinate of the position rectangle. This is alternative to y1.
- *w* - The width of the position rectangle.
- *h* - The height of the position rectangle.
- *origin* - The origin for x and y.
- *origin1* - The origin for x1 and y1.
- *origin2* - The origin for x2 and y2.
- *visible* - Set to 0 to hide the item.

- *element* - This defines the element to be used as appearance. Only image elements can be used.
- *scaling* - This defines how the image fills the given rectangle. Possible values are "TILE", "STRETCH", "UNIFORM", "NONE".
- *frame* - If the image element has multiple frames this can be used to define which one of them is shown.
- *margins* - Defines the margins in the image before the stretching/tiling starts. The margins are defined with four (left, top, right, bottom) comma separated values which define the space in pixels for each edge.
- *minsizefromimage* - If set to "1" (default) the minimum size is calculated from the image. This only applies if the size hasn't been explicitely defined. Set to "0" to let the image shrink below it's normal size.
- *textmargins* - The margins for the area where the event's text is drawn.

Parents
schedule

Children
appearance

<eventlist>

Draws the event list to the window. The list contains the events from today to the user defined date. Since the height of the list cannot be known you should define the it so that the window expands automatically. Or wrap the list inside <scrollgroup> element.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)
- *x1* - The left coordinate of the position rectangle.
- *x2* - The right coordinate of the position rectangle.
- *y1* - The top coordinate of the position rectangle.
- *y2* - The bottom coordinate of the position rectangle.
- *x* - The left coordinate of the position rectangle. This is alternative to x1.
- *y* - The top coordinate of the position rectangle. This is alternative to y1.
- *w* - The width of the position rectangle.
- *h* - The height of the position rectangle.
- *origin* - The origin for x and y.
- *origin1* - The origin for x1 and y1.
- *origin2* - The origin for x2 and y2.

- *visible* - Set to 0 to hide the item.

Parents
alarm
copygroup
group
scrollgroup
tooltip
window

Children
header
item
pastheader
pastitem
separator
category

<eventodayitems>

Contains the schedule items for the even rows in the grid for today.

Attributes
None

Parents
gridarea

Children
image
time
text

<events>

Contains an appearance which draws a normal day with an event to the calendar. If the event's category defines a different appearance it might override this (that depends on the appearance layers and the priorities).

Attributes

- *separate* - Set to 1 to show the event appearance for each event separately. By

default the appearance is drawn only once even if there are multiple events on the same day.
- *ignorecategories* - Set to 1 to ignore event specific categories which change the appearance of the event (i.e. all events always use the default appearance).

Parents
calendar

Children
appearance
image
time
text

Example

```
<events>
   <appearance priority="0" element="bitmap.numbers.blue"
align="CENTER" />
</events>
```

<eventtext>

Contains an appearance for the event text which are drawn directly to the calendar. If you don't want the calendar to contain any event text do not define this element. Note that all the category related appearance modifications are shared with the schedule element.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)
- *x1* - The left coordinate of the position rectangle.
- *x2* - The right coordinate of the position rectangle.
- *y1* - The top coordinate of the position rectangle.
- *y2* - The bottom coordinate of the position rectangle.
- *x* - The left coordinate of the position rectangle. This is alternative to x1.
- *y* - The top coordinate of the position rectangle. This is alternative to y1.
- *w* - The width of the position rectangle.
- *h* - The height of the position rectangle.
- *origin* - The origin for x and y.
- *origin1* - The origin for x1 and y1.

- *origin2* - The origin for x2 and y2.
- *visible* - Set to 0 to hide the item.
- *element* - This defines the element to be used as appearance. Only image elements can be used.
- *scaling* - This defines how the image fills the given rectangle. Possible values are "TILE", "STRETCH", "UNIFORM", "NONE".
- *frame* - If the image element has multiple frames this can be used to define which one of them is shown.
- *margins* - Defines the margins in the image before the stretching/tiling starts. The margins are defined with four (left, top, right, bottom) comma separated values which define the space in pixels for each edge.
- *minsizefromimage* - If set to "1" (default) the minimum size is calculated from the image. This only applies if the size hasn't been explicitely defined. Set to "0" to let the image shrink below it's normal size.
- *textmargins* - The margins for the area where the event's text is drawn.
- *areamargins* - The margins for the area in the calendar cell where the events are drawn.

Parents
calendar

Children
appearance

<evenweekenditems>

Contains the schedule items for the even rows in the grid for weekend.

Attributes
None

Parents
gridarea

Children
image
time
text

<exdays>

Contains an appearance which draws the days to the calendar which do not belong to

the current month. This is optional element. If not defined the days outside the current month are not drawn at all.

Attributes

- *showpreexdays* - Set to 1 to display the days before the current month to the calendar. The number of shown days depend on the preshowcount in the <calendar> element.
- *showpostexdays* - Set to 1 to display the days after the current month to the calendar. The number of shown days depend on the postshowcount in the <calendar> element.

Parents
calendar

Children
appearance
image
time
text

Example

```
<exdays showpreexdays="1" showpostexdays="1">
   <appearance priority="-1" element="bitmap.numbers.lt.grey"
align="CENTER" />
</exdays>
```

<exevents>

Contains an appearance which draws an event which do not belong to the current month to the calendar. This is optional element. If the event's category defines a different appearance it might override this (that depends on the appearance layers and the priorities).

Attributes
None

Parents
calendar

Children

appearance
image
time
text

Example

```
<exevents>
   <appearance priority="0" element="bitmap.numbers.lt.blue"
align="CENTER" />
</exevents>
```

<exweekends>

Contains an appearance which draws the weekend days which do not belong to the current month. This is optional element. If not defined the <exdays> element is used instead.

Attributes
None

Parents
calendar

Children
appearance
image
time
text

Example

```
<exweekends>
   <appearance priority="-1" element="bitmap.numbers.lt.pink"
align="CENTER" />
</exweekends>
```

<font>

A normal font that is used to draw text.

Attributes

- *id* - Defines the identified string for the element. The items that uses this element refer to it by this string.
- *size* - The point size of the font.
- *family* - The family of the font. Possible values are: "DECORATIVE", "SCRIPT", "SWISS", "MODERN", "TELETYPE" or not defined at all for the default family.
- *style* - The style of the font. Possible values are: "SLANT", "ITALIC" or not defined at all for the default style.
- *weight* - The weight of the font. Possible values are: "LIGHT", "BOLD" or not defined at all for the default weight.
- *line* - The line used in the font. Possible values are: "STRIKETHROUGH", "UNDERLINE" or not defined at all for no line.
- *facename* - Specifies the actual typeface of the font.

Parents
elements

Children
None

Example

```
<font id="font.bold" facename="Arial" weight="BOLD" size="8" />
```

<gradient>

Defines a color gradient. In practice this creates a 1x256 or 256x1 size bitmap that has the color gradient. So, when using a gradient e.g. as a background for a window you should always use stretch scaling.

Attributes

- *id* - Defines the identified string for the element. The items that uses this element refer to it by this string.
- *color1* - The start color of the gradient.
- *color2* - The end color of the gradient.
- *direction* - Possible values are "VERTICAL" or "HORIZONTAL".

Parents
elements

Children

Children
None

Example

```
<gradient id="gradient.blacktowhite" color1="0,0,0,128"
color1="255,255,255,128" />
```

<gridarea>

Defines the event area grid for the schedule item. The events which have start and end time are shown in this area. Note that this item doesn't define the appearance for the events but just for the background.

Attributes
None

Parents
schedule

Children
odditems
evenitems
oddtodayitems
eventodayitems
oddweekenditems
evenweekenditems

<group>

This is a grouping node for the elements. The position of the elements inside the group is relative to the group. Hiding the group will hide the contained elements too.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)
- *x1* - The left coordinate of the position rectangle.
- *x2* - The right coordinate of the position rectangle.
- *y1* - The top coordinate of the position rectangle.
- *y2* - The bottom coordinate of the position rectangle.
- *x* - The left coordinate of the position rectangle. This is alternative to x1.
- *y* - The top coordinate of the position rectangle. This is alternative to y1.

- *w* - The width of the position rectangle.
- *h* - The height of the position rectangle.
- *origin* - The origin for x and y.
- *origin1* - The origin for x1 and y1.
- *origin2* - The origin for x2 and y2.
- *visible* - Set to 0 to hide the item.

Parents
alarm
copygroup
group
scrollgroup
tooltip
window

Children
image
month
year
calendar
eventlist
todolist
button
group
scrollgroup
copygroup
time
text

<header>

This defines the header item for the various lists (event, todo, alarm, tooltip). The item usually displays text but it's possible to have images and buttons in it too.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)

Parents
eventlist
todolist

tooltip

Children
appearance
image
button

Example

```
<header>
   <appearance padding="0,0,0,0" element="font.bold"
color="255,255,255,255" effect="NORMAL" align="TOP-LEFT" />
</header>
```

<highpriorityitem>

Defines the appearance for high priority items. If the todo item has appearance defined by the category or state it might override this.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)

Parents
todolist

Children
appearance
image
button

Example

```
<highpriorityitem>
   <appearance padding="0,0,0,0" element="font.normal"
color="255,0,0,255" align="TOP-LEFT" />
</highpriorityitem>
```

<homepage>

Defines the webpage where the users can download updated version of the skin. This

element is optional.

Attributes
None

Parents
info

Children
None

Example

```
<homepage>http://www.rainlendar.net</homepage>
```

<image>

Draws an image to the window. If the position rectangle is larger than the size of the image it will be scaled (depends on the scaling attribute).

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)
- *x1* - The left coordinate of the position rectangle.
- *x2* - The right coordinate of the position rectangle.
- *y1* - The top coordinate of the position rectangle.
- *y2* - The bottom coordinate of the position rectangle.
- *x* - The left coordinate of the position rectangle. This is alternative to x1.
- *y* - The top coordinate of the position rectangle. This is alternative to y1.
- *w* - The width of the position rectangle.
- *h* - The height of the position rectangle.
- *origin* - The origin for x and y.
- *origin1* - The origin for x1 and y1.
- *origin2* - The origin for x2 and y2.
- *visible* - Set to 0 to hide the item.
- *element* - This defines the element to be used as appearance. Only image elements can be used.
- *scaling* - This defines how the image fills the given rectangle. Possible values are "TILE", "STRETCH", "UNIFORM", "NONE".
- *frame* - If the image element has multiple frames this can be used to define which one of them is shown.

- *margins* - Defines the margins in the image before the stretching/tiling starts. The margins are defined with four (left, top, right, bottom) comma separated values which define the space in pixels for each edge.
- *minsizefromimage* - If set to "1" (default) the minimum size is calculated from the image. This only applies if the size hasn't been explicitely defined. Set to "0" to let the image shrink below it's normal size.
- *tooltip* - Defines a tooltip which is shown when the mouse cursor is moved over the image.

Parents

alarm
cancelleditem
completeditem
copygroup
currenttime
days
evenitems
eventodayitems
events
evenweekenditems
exdays
exevents
exweekends
group
header
highpriorityitem
item
lowpriorityitem
mediumpriorityitem
normalitems
nowitems
odditems
oddtodayitems
oddweekenditems
overdueitem
pastheader
pastitem
scrollgroup
titleitems
today
todayitems
tooltip

weekdays
weekenditems
weekends
weeknums
window

Children
None

Example

```
<image id="Alarm.background" element="bitmap.alarm" origin1="TOP-LEFT" x1="0" y1="0" origin2="BOTTOM-RIGHT" x2="0" y2="0" scaling="STRETCH" margins="130,25,25,25" />
```

<include>

This element can be used to split the skin definition into several files. The xml file is loaded and inserted into the place where the <include> element is defined.

Attributes

- *file* - A relative file path to the xml file that is included.

Parents
skin

Children
None

Example

```
<include file="xml/elements.xml" />
```

<info>

This is a grouping element which contains the items that describe the skin. The contained information is shown in the skin selection dialog in the Rainlendar's options.

Attributes
None

None

Parents
skin

Children
version
author
email
homepage
comment
screenshot

Example

```
<info>
    <version>1.0</version>
    <author>Rainy</author>
    <email>rainy@iki.fi</email>
    <homepage>http://www.rainlendar.net</homepage>
    <screenshot>images/screenshot.png</screenshot>
    <comment>A sequel to the popular Shadow3-skin with some added features like visible days from the next and previous month and a skinned tooltip.</comment>
</info>
```

<item>

This defines a normal item for the various lists (event, todo, alarm, tooltip). The item usually displays text but it's possible to have images and buttons in it too. Buttons can use #GUID# to substitute the item's id in the parameters, #COUNT# to substitute the index of the item in the list and #DATE# to substitute the the date (in format: YYYYMMDD) if the item in the list.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)

Parents
alarm
eventlist
todolist

tooltip

Children
appearance
image
button

Example

```
<item>
   <appearance padding="10,0,0,3" element="font.normal"
color="255,255,255,255" effect="NORMAL" align="TOP-LEFT" />
   <image element="bitmap.todo.item" origin="TOP-LEFT" x="0" y="0"
/>
</item>
```

<language>

This element defines a language which will be shown in the Options->Advanced->SkinLanguage list. The purpose of this is to make it possible to use localized images in the skins. If the image element uses %L in its file attribute it is replaced by the language name selected from the settings (i.e. one defined by these <language> elements)

Attributes

- *name* - The name of the language.

Parents
languages

Children
None

Example

```
<language name="Finnish" />
```

<languages>

A grouping element for the languages. If your skin doesn't use customized images for different languages it's not necessary to define this element.

Attributes
None

Parents
skin

Children
language

<lowpriorityitem>

Defines the appearance for low priority items. If the todo item has appearance defined by the category it or state might override this.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)

Parents
todolist

Children
appearance
image
button

Example

```
<lowpriorityitem>
    <appearance padding="0,0,0,0" element="font.normal"
color="0,0,255,255" align="TOP-LEFT" />
</lowpriorityitem>
```

<mediumpriorityitem>

Defines the appearance for medium priority items. If the todo item has appearance defined by the category or state it might override this.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be

unique (i.e. not used by any other item)

Parents
todolist

Children
appearance
image
button

Example

```
<mediumpriorityitem>
   <appearance padding="0,0,0,0" element="font.normal"
color="255,200,200,255" align="TOP-LEFT" />
</mediumpriorityitem>
```

<month>

Draws the current month to the window. The displayed month changes with the user selections (e.g. from the menu or with cursor keys)

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)
- *x1* - The left coordinate of the position rectangle.
- *x2* - The right coordinate of the position rectangle.
- *y1* - The top coordinate of the position rectangle.
- *y2* - The bottom coordinate of the position rectangle.
- *x* - The left coordinate of the position rectangle. This is alternative to x1.
- *y* - The top coordinate of the position rectangle. This is alternative to y1.
- *w* - The width of the position rectangle.
- *h* - The height of the position rectangle.
- *origin* - The origin for x and y.
- *origin1* - The origin for x1 and y1.
- *origin2* - The origin for x2 and y2.
- *visible* - Set to 0 to hide the item.
- *element* - This defines the element to be used as appearance. It's possible to use font and image elements. The benefit from using a font is that it is localized automatically.
- *color* - The color is defined by 4 comma separated values between 0 and 255.

The values are red, green, blue and alpha (i.e. transparency). Only used if the element is a font.

- *showmonth* - This defines which month the calendar show show. The default value is "0" which means current month. "+1" means the next month, "+2" is the month after that and so on. Negative values mean previous months. If the + or - sign is not given the month is defined by the number (e.g. showmonth="4" means April of the current year).
- *align* - The alignment of the element. Possible values are: "TOP-LEFT", "TOP-CENTER", "TOP-RIGHT", "CENTER-LEFT", "CENTER", "CENTER-RIGHT", "BOTTOM-LEFT", "BOTTOM-CENTER" and "BOTTOM-RIGHT".
- *effect* - The text effect. Possible values are: "NORMAL", "BORDER" and "SHADOW". This is only used if the element attribute refers to a font.
- *abbreviate* - This defines if the month names should be abbreviated. Set to 1 to use short forms (Jan, Feb, ...).

Parents
alarm
copygroup
group
scrollgroup
tooltip
window

Children
None

Example

```
<month id="Calendar.month" element="bitmap.months" x="20" y="0"
w="125" h="20" align="TOP-CENTER"
showmonth="%Visible_month%" />
```

<normalitems>

Contains the schedule items for normal days (i.e. not weekends or today).

Attributes
None

Parents
alldayarea
timearea

timearea
weekdayarea

Children
image
time
text

<nowitems>

Contains the schedule items for the current time.

Attributes
None

Parents
timearea

Children
image
time
text

<odditems>

Contains the schedule items for the odd rows in the grid.

Attributes
None

Parents
gridarea

Children
image
time
text

<oddtodayitems>

Contains the schedule items for the odd rows in the grid for today.

Attributes

None

Parents
gridarea

Children
image
time
text

<oddweekenditems>

Contains the schedule items for the odd rows in the grid for weekend.

Attributes
None

Parents
gridarea

Children
image
time
text

<overdueitem>

Defines the appearance for overdue items. If the todo item has appearance defined by the category it might override this.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)

Parents
todolist

Children
appearance
image
button

Example

```
<overdueitem>
   <appearance padding="10,0,0,3" element="font.bold"
color="255,0,0,255" effect="SHADOW" align="TOP-LEFT" />
   <image element="bitmap.todo.item" origin="TOP-LEFT" x="0" y="0"
/>
</overdueitem>
```

<pastheader>

This defines the header item for the past days in the event list. The item usually displays text but it's possible to have images and buttons in it too.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)

Parents
eventlist

Children
appearance
image
button

Example

```
<pastheader>
   <appearance padding="0,0,0,0" element="font.bold"
color="200,200,200,255" effect="NORMAL" align="TOP-LEFT" />
</pastheader>
```

<pastitem>

This defines a normal item for the past events. The item usually displays text but it's possible to have images and buttons in it too. Buttons can use #GUID# to substitute the item's id in the parameters, #COUNT# to substitute the index of the item in the list and #DATE# to substitute the the date (in format: YYYYMMDD) if the item in the list.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)

Parents
eventlist

Children
appearance
image
button

Example

```
<pastitem>
   <appearance padding="10,0,0,3" element="font.normal"
color="255,255,255,255" effect="NORMAL" align="TOP-LEFT" />
   <image element="bitmap.todo.item" origin="TOP-LEFT" x="0" y="0"
/>
</pastitem>
```

<progressbar>

Defines a progress bar that is shown in the todo items. The width of the item depends on the progress status of the task.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)
- *x1* - The left coordinate of the position rectangle.
- *x2* - The right coordinate of the position rectangle.
- *y1* - The top coordinate of the position rectangle.
- *y2* - The bottom coordinate of the position rectangle.
- *x* - The left coordinate of the position rectangle. This is alternative to x1.
- *y* - The top coordinate of the position rectangle. This is alternative to y1.
- *w* - The width of the position rectangle.
- *h* - The height of the position rectangle.
- *origin* - The origin for x and y.
- *origin1* - The origin for x1 and y1.
- *origin2* - The origin for x2 and y2.

- *visible* - Set to 0 to hide the item.
- *element* - This defines the image element to be used as the progress bar..
- *scaling* - This defines how the image fills the given rectangle. Possible values are "TILE", "STRETCH", "UNIFORM", "NONE".
- *margins* - Defines the margins in the image before the stretching/tiling starts. The mergins are defined with four (left, top, right, bottom) comma separated values which define the space in pixels for each edge.

Parents
todolist

Children
None

Example

```
<progressbar element="bitmap.progressbar.large" origin1="TOP-LEFT"
x1="10" y1="0" origin2="BOTTOM-RIGHT" x2="0" y2="0"
scaling="STRETCH" margins="2,0,2,0" />
```

<schedule>

Creates a schedule area which shows the events on the current day(s). The schedule is split for all day events and timed events which are shown inside separate scroll groups.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)
- *x1* - The left coordinate of the position rectangle.
- *x2* - The right coordinate of the position rectangle.
- *y1* - The top coordinate of the position rectangle.
- *y2* - The bottom coordinate of the position rectangle.
- *x* - The left coordinate of the position rectangle. This is alternative to x1.
- *y* - The top coordinate of the position rectangle. This is alternative to y1.
- *w* - The width of the position rectangle.
- *h* - The height of the position rectangle.
- *origin* - The origin for x and y.
- *origin1* - The origin for x1 and y1.
- *origin2* - The origin for x2 and y2.
- *visible* - Set to 0 to hide the item.

- *autoscroll* - Set to 0 to disable the autoscroll. The default is 1 which makes the schedule to automatically move itself so that the current time is visible.
- *showscrollbaraways* - Set to 1 to show the scrollbar always. Normally the scrollbar is shown only when necessary.
- *barelement* - The element that is used as the background of the scrollbar.
- *barscaling* - This defines how the bar image fills the given rectangle. Possible values are "TILE", "STRETCH", "UNIFORM", "NONE".
- *barmargins* - Defines the margins in the image before the stretching/tiling starts. The margins are defined with four (left, top, right, bottom) comma separated values which define the space in pixels for each edge.
- *thumbelement* - The element that is used as the thumb of the scrollbar. The element can have 3 frames (normal, pressed, hover)
- *thumbscaling* - Defines the margins in the image before the stretching/tiling starts. The margins are defined with four (left, top, right, bottom) comma separated values which define the space in pixels for each edge.
- *thumbmargins* - This defines how the thumb image fills the given rectangle. Possible values are "TILE", "STRETCH", "UNIFORM", "NONE".
- *daycount* - Number of days the schedule shows.
- *todayposition* - The position of today in the schedule. Default value is 1 which means that it is the first day. If this is set to 0 the first shown day is the same as the week's first day.

Parents
None

Children
weekdayarea
alldayarea
timearea
currenttime
gridarea
eventarea

<screenshot>

Defines a link to the screenshot of the skin. This element is optional. This should be a relative path to an image inside the skin package. The image is shown in the skin details view in the Rainlendar's options. Do not use too big image!

Attributes
None

Parents

Parents
info

Children
None

Example

```
<screenshot>images/screenshot.png</screenshot>
```

<script>

Defines the filename of the lua script file in the skin. It's possible to execute functions only from scripts that have been defined with <script>. It's not necessary to use the <script> to define the scripts that are in the Rainlendar's own script folder just the ones that come with the skin.

Attributes

- *file* - The path and name of the lua script file. The path is relative to the skin's root folder.

Parents
scripts

Children
None

<scripts>

A grouping element for the scripts.

Attributes
None

Parents
skin

Children
script

<scrollgroup>

This is similar

This is similar grouping node as the <group>. The difference is that if the height of the elements are larger than the height of the scrollgroup a scrollbar can be used to change the view position. Only vertical scrolling is supported.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)
- *x1* - The left coordinate of the position rectangle.
- *x2* - The right coordinate of the position rectangle.
- *y1* - The top coordinate of the position rectangle.
- *y2* - The bottom coordinate of the position rectangle.
- *x* - The left coordinate of the position rectangle. This is alternative to x1.
- *y* - The top coordinate of the position rectangle. This is alternative to y1.
- *w* - The width of the position rectangle.
- *h* - The height of the position rectangle.
- *origin* - The origin for x and y.
- *origin1* - The origin for x1 and y1.
- *origin2* - The origin for x2 and y2.
- *visible* - Set to 0 to hide the item.
- *showscrollbaraways* - Set to 1 to show the scrollbar always. Normally the scrollbar is shown only when necessary.
- *shrinktofit* - Shrinks the height of the scrollgroup to fit the contents.
- *barelement* - The element that is used as the background of the scrollbar.
- *barscaling* - This defines how the bar image fills the given rectangle. Possible values are "TILE", "STRETCH", "UNIFORM", "NONE".
- *barmargins* - Defines the margins in the image before the stretching/tiling starts. The margins are defined with four (left, top, right, bottom) comma separated values which define the space in pixels for each edge.
- *thumbelement* - The element that is used as the thumb of the scrollbar. The element can have 3 frames (normal, pressed, hover)
- *thumbscaling* - Defines the margins in the image before the stretching/tiling starts. The margins are defined with four (left, top, right, bottom) comma separated values which define the space in pixels for each edge.
- *thumbmargins* - This defines how the thumb image fills the given rectangle. Possible values are "TILE", "STRETCH", "UNIFORM", "NONE".

Parents

alarm
copygroup
group
scrollgroup

tooltip
window

Children
image
month
year
calendar
eventlist
todolist
button
group
scrollgroup
copygroup
time
text

<separator>

Defines the list separator. This is drawn between the item groups in the list.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)
- *x1* - The left coordinate of the position rectangle.
- *x2* - The right coordinate of the position rectangle.
- *y1* - The top coordinate of the position rectangle.
- *y2* - The bottom coordinate of the position rectangle.
- *x* - The left coordinate of the position rectangle. This is alternative to x1.
- *y* - The top coordinate of the position rectangle. This is alternative to y1.
- *w* - The width of the position rectangle.
- *h* - The height of the position rectangle.
- *origin* - The origin for x and y.
- *origin1* - The origin for x1 and y1.
- *origin2* - The origin for x2 and y2.
- *visible* - Set to 0 to hide the item.
- *element* - This defines the element to be used as appearance. Only image elements can be used.
- *scaling* - This defines how the image fills the given rectangle. Possible values are "TILE", "STRETCH", "UNIFORM", "NONE".
- *frame* - If the image element has multiple frames this can be used to define

which one of them is shown.
- *margins* - Defines the margins in the image before the stretching/tiling starts. The mergins are defined with four (left, top, right, bottom) comma separated values which define the space in pixels for each edge.
- *padding* - Similar as the margins except that this defines the space that is added outside the image.

Parents
alarm
eventlist
todolist
tooltip

Children
None

Example

```
<separator padding="0,10,0,0" />
```

<skin>

This is the root element in the skins. All other skin elements must be inside this element. You may not put anything outside the <skin>-element (except the xml header element).

Attributes

- *version* - This defines the version number for the skin format. At the moment it must be "1.0".

Parents
None

Children
info
variables
include
elements
scripts
categories
trayicon

languages
window
tooltip
alarm

<solid>

Defines a solid color. In practice this creates a 1x1 size bitmap that has the defined color.

Attributes

- *id* - Defines the identified string for the element. The items that uses this element refer to it by this string.
- *color* - The color is defined by 4 comma separated values between 0 and 255. The values are red, green, blue and alpha (i.e. transparency).

Parents
elements

Children
None

Example

```
<color id="color.red" color="255,0,0,255" />
```

<text>

Draws a static text to the window. The text is automatically translated if it can be found from the language file.

Attributes

- *element* - This defines the element to be used as appearance. It's possible to use font and bitmapfont elements.
- *color* - The color is defined by 4 comma separated values between 0 and 255. The values are red, green, blue and alpha (i.e. transparency). Only used if the element is a font.
- *align* - The alignment of the element. Possible values are: "TOP-LEFT", "TOP-CENTER", "TOP-RIGHT", "CENTER-LEFT", "CENTER", "CENTER-RIGHT", "BOTTOM-LEFT", "BOTTOM-CENTER" and

"BOTTOM-RIGHT".
- *effect* - The text effect. Possible values are: "NORMAL", "BORDER" and "SHADOW". This is only used if the element attribute refers to a font.
- *text* - The displayed text.

Parents
alarm
copygroup
currenttime
days
evenitems
eventodayitems
events
evenweekenditems
exdays
exevents
exweekends
group
normalitems
nowitems
odditems
oddtodayitems
oddweekenditems
scrollgroup
titleitems
today
todayitems
tooltip
weekdays
weekenditems
weekends
weeknums
window

Children
None

Example

```
<text x="50" y="0" align="TOP-CENTER" element="font.normal"
text="Hello World" />
```

<time>

<time>

Draws a date or time to the window. The value is updated automatically. It's also possible to draw analog clocks with this if the used element is a single image as it can be rotated by the current time.

Attributes

- *element* - This defines the element to be used as appearance. It's possible to use font and image elements. If a normal image is used it will be rotated around it's center (defined by cx and cy) before it's drawn on the window.
- *color* - The color is defined by 4 comma separated values between 0 and 255. The values are red, green, blue and alpha (i.e. transparency). Only used if the element is a font.
- *align* - The alignment of the element. Possible values are: "TOP-LEFT", "TOP-CENTER", "TOP-RIGHT", "CENTER-LEFT", "CENTER", "CENTER-RIGHT", "BOTTOM-LEFT", "BOTTOM-CENTER" and "BOTTOM-RIGHT".
- *effect* - The text effect. Possible values are: "NORMAL", "BORDER" and "SHADOW". This is only used if the element attribute refers to a font.
- *format* - This defines the date and time format that the <time> shows. You can use the same control codes as e.g. in the Rainlendar's TimeFormat setting (see the User Manual).
- *timezone* - Defines the timezone for the clock. You can define the timezone with the timezone code (CET, UTC, ...) or with numbers (-2, -4, +5, +7). You can also use this format: "(+/-)HH:MM" (e.g. "-02:30").
- *dst* - Set to 0 to disable daylight saving time adjustment. Default value is 1.
- *remainder* - The remainder that is taken from the value before the image is rotated. The correct values are: seconds=60, minutes=3600, hours=43200.
- *cx* - Defines the center of rotation for the image's x coordinate.
- *cy* - Defines the center of rotation for the image's y coordinate.
- *antialias* - Set to 0 to disable antialiasing when rotating the bitmaps. Default value is 1 (i.e. the antialiasing is enabled).

Parents

alarm
copygroup
currenttime
days
evenitems
eventodayitems
events

evenweekenditems
exdays
exevents
exweekends
group
normalitems
nowitems
odditems
oddtodayitems
oddweekenditems
scrollgroup
titleitems
today
todayitems
tooltip
weekdays
weekenditems
weekends
weeknums
window

Children
None

Example

```
<time x="50" y="0" align="TOP-CENTER"
element="bitmap.numbers.white" format="%H:%M"
timezone="LOCAL"/>
```

<timearea>

Defines the time area for the schedule item. The time area contains the time labels for the events.

Attributes

- *w* - The width of the time area. This affects also where the event grid will start.
- *h* - The height of one time row. The number of rows is defined by the duration attribute.
- *duration* - The duration (in minutes) of one row. If set to 60 one row will be one hour long.

Parents
schedule

Children
normalitems
nowitems

<titleitems>

Contains the schedule items for the title.

Attributes
None

Parents
alldayarea

Children
image
time
text

<today>

Contains an appearance which draws the current day to the calendar. The appearance is always drawn on the same position where the day's number is in the calendar (i.e. the position moves with the current day).

Attributes
None

Parents
calendar

Children
appearance
image
time
text

Example

```
<today>
```

```
<today>
  <appearance layer="10" element="bitmap.today" align="CENTER" />
</today>
```

<todayitems>

Contains the schedule items for the today.

Attributes
None

Parents
alldayarea
weekdayarea

Children
image
time
text

<todolist>

Draws the task list to the window. The list contains all the user's todo items. Since the height of the list cannot be known you should define the it so that the window expands automatically. Or wrap the list inside <scrollgroup> element.

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)
- *x1* - The left coordinate of the position rectangle.
- *x2* - The right coordinate of the position rectangle.
- *y1* - The top coordinate of the position rectangle.
- *y2* - The bottom coordinate of the position rectangle.
- *x* - The left coordinate of the position rectangle. This is alternative to x1.
- *y* - The top coordinate of the position rectangle. This is alternative to y1.
- *w* - The width of the position rectangle.
- *h* - The height of the position rectangle.
- *origin* - The origin for x and y.
- *origin1* - The origin for x1 and y1.
- *origin2* - The origin for x2 and y2.
- *visible* - Set to 0 to hide the item.

Parents
alarm
copygroup
group
scrollgroup
tooltip
window

Children
header
item
overdueitem
completeditem
cancelleditem
lowpriorityitem
highpriorityitem
mediumpriorityitem
progressbar
separator
category

<tooltip>

Defines the tooltip window. The width and height of the window is calculated automatically from the background element and from the contents.

Attributes

- *threshold* - This defines the alpha threshold for the region transparency. All pixels that have alpha value less than the threshold will be removed from the region.
- *offset* - Defines the offset coordinates for the tooltip window.
- *textmargins* - Defines the space in the window before the text is drawn. The mergins are defined with four (left, top, right, bottom) comma separated values which define the space in pixels for each edge.

Parents
skin

Children
background
separator

header
item
category
image
month
year
calendar
eventlist
todolist
button
group
scrollgroup
copygroup
time
text

<trayicon>

This defines the icon that is shown in the system tray.

Attributes

- *element* - The element must be a reference to an image. The image should have either 31 frames or non at all.

Parents
skin

Children
None

Example

```
<trayicon element="bitmap.trayicon" />
```

<variable>

Defines a variable which is shown in the skin's settings. The variables can be used to allow the user to change certain settings in the skin (hide/show items, describe time format, ...). The variables are defined per window so they can be used only inside a <window> element. The variables must be defined before they can be used which means that you should have the <variables> section before the <windows> sections.

Attributes

- *name* - This is the name of the variable. An underline can be used instead of a space (the underline is removed from the string displayer in the UI). When using the variable it must be enclosed inside percent signs (%).
- *default* - Defines the default value for the variable. You must always define this attribute!
- *values* - Optional field which can be used to define multiple choises for the variable. The values are separated with ';'-character. You can also define an alias for each value like this: values="Blue:0.0;Cyan:0.9;Green:0.8;Yellow:0.6;Brown:0.5;Red:0.4"
- *window* - Defines the window where the variable is defined. If the same variable is used in several windows you need to create a separate <variable> element for each window. If this attribute is not defined the variable is set in all windows (and it will also show in the settings dialog for every window).
- *description* - The description what the variable does. This is shown in the skin details view in Rainlendar's options where all the variables are listed.
- *hidden* - If set to "1" the variable is not shown in the skin settings dialog or in the skin description.

Parents
variables

Children
None

Example

```
<variable name="Visible_month" default="0" window="Calendar" description="Defines the month that the calendar shows. Set to +1 for the next month, -1 for the previous month or a value from 0 to 11 for a specific month in the current year." />
```

<variables>

A grouping element for the variables. Only variable definitions are allowed inside this element.

Attributes
None

Parents

Parents
skin

Children
variable

<version>

Defines the version number of the skin. You can use any string you like. The purpose of this is to help to keep track of any changes that are done to the skin.

Attributes
None

Parents
info

Children
None

Example

```
<version>1.0</version>
```

<weekdayarea>

Defines the weekday area for the schedule item. The weekdays are shown at the top of the schedule.

Attributes

- *h* - The height of the weekday area.

Parents
schedule

Children
normalitems
todayitems
weekenditems

<weekdays>

Contains

Contains an appearance which draws the weekdays to the calendar. This is optional element.

Attributes

- *abbreviate* - This defines if the weekday names should be abbreviated. Set to 1 to use short forms (Mon, Tue, ...). Set to 2 to use just the first letter (M, T, W, ...).
- *width* - Defines the width of the week numbers column. If this is not defined the width is the same size as the normal day columns.
- *height* - Defines the height of the week days column. If this is not defined the height is the same size as the normal day rows. This is only used with vertical calendar.

Parents
calendar

Children
appearance
image
time
text

Example

```
<weekdays>
   <appearance element="bitmap.days" align="CENTER" />
</weekdays>
```

<weekenditems>

Contains the schedule items for the weekend days.

Attributes
None

Parents
alldayarea
weekdayarea

Children
image
time

text

<weekends>

Contains an appearance which draws the weekend days to the calendar. This is optional element. If not defined the <days> element is used instead.

Attributes
None

Parents
calendar

Children
appearance
image
time
text

Example

```
<weekends>
   <appearance priority="-1" element="bitmap.numbers.pink"
align="CENTER" />
</weekends>
```

<weeknums>

Contains an appearance which draws the week numbers to the calendar. This is optional element. On GRID layout the week numbers are drawn on the left side of the days. On the HORIZONTAL and VERTICAL layout the week numbers are drawn behind the days but you can use the offset to move them to the desired position. The FREE layout doens't support week numbers.

Attributes

- *firstdayonly* - Set to 1 to draw the week number only on the first day of the week with HORIZONTAL and VERTICAL calendars. If 0 the week number is drawn on every day.
- *ignorefirstday* - Set to 1 to not draw the week number on the first day of the month with HORIZONTAL and VERTICAL calendars.
- *ignorelastday* - Set to 1 to not draw the week number only on the last day of

the month with HORIZONTAL and VERTICAL calendars.
- *width* - Defines the width of the week numbers column. If this is not defined the width is the same size as the normal day columns.

Parents
calendar

Children
appearance
image
time
text

Example

```
<weeknums>
   <appearance element="bitmap.numbers.white.small" align="CENTER"
/>
</weeknums>
```

<window>

A window is a container for different items (calendar, eventlist, buttons, ...). The same window can contain multiple items so you can for example put several calendar elements inside the same window. It is like any other window on your desktop so you can be move it around and show/hide it.

Attributes

- *id* - The window's identifier. This is shown in the skin list and in the menus and it is also used in the scripts to identify the window.
- *w* - The width of the window. If not given the width is calculated automatically from the contents (if possible).
- *h* - The height of the window. If not given the height is calculated automatically from the contents (if possible).
- *threshold* - This defines the alpha threshold for the region transparency. All pixels that have alpha value less than the threshold will be removed from the region.
- *oncreate* - The name (and possible parameters) of a lua function which will be executed when the window is created. This can be used to initialize the script for the skin. Note that the script must be loaded into memory before its functions can be called. If things don't seem to be working check the

Rainlendar's debug log for hints what could be wrong.
- *updaterate* - The value in milliseconds how often the window is redrawn. By default the rate depends on the window content but sometimes it's useful to define it manually. For example all time elements are updated once per second which will cause unnecessary CPU usage if the seconds are not visible.

Parents
skin

Children
image
month
year
calendar
eventlist
todolist
button
group
scrollgroup
copygroup
time
text

<year>

Draws the current year to the window. The displayed year follows the selected date so if the user changes the month the displayed year will change too (if the month is on a different year).

Attributes

- *id* - This is the identifier for the item. You can use any string but it should be unique (i.e. not used by any other item)
- *x1* - The left coordinate of the position rectangle.
- *x2* - The right coordinate of the position rectangle.
- *y1* - The top coordinate of the position rectangle.
- *y2* - The bottom coordinate of the position rectangle.
- *x* - The left coordinate of the position rectangle. This is alternative to x1.
- *y* - The top coordinate of the position rectangle. This is alternative to y1.
- *w* - The width of the position rectangle.
- *h* - The height of the position rectangle.
- *origin* - The origin for x and y.

- *origin1* - The origin for x1 and y1.
- *origin2* - The origin for x2 and y2.
- *visible* - Set to 0 to hide the item.
- *element* - This defines the element to be used as appearance. It's possible to use font and image elements.
- *color* - The color is defined by 4 comma separated values between 0 and 255. The values are red, green, blue and alpha (i.e. transparency). Only used if the element is a font.
- *showmonth* - This defines which month the calendar show show. The default value is "0" which means current month. "+1" means the next month, "+2" is the month after that and so on. Negative values mean previous months. If the + or - sign is not given the month is defined by the number (e.g. showmonth="4" means April of the current year).
- *align* - The alignment of the element. Possible values are: "TOP-LEFT", "TOP-CENTER", "TOP-RIGHT", "CENTER-LEFT", "CENTER", "CENTER-RIGHT", "BOTTOM-LEFT", "BOTTOM-CENTER" and "BOTTOM-RIGHT".
- *effect* - The text effect. Possible values are: "NORMAL", "BORDER" and "SHADOW". This is only used if the element attribute refers to a font.

Parents
alarm
copygroup
group
scrollgroup
tooltip
window

Children
None

Example

```
<year id="Calendar.year" element="bitmap.numbers.white.small"
origin="TOP-RIGHT" x="0" y="155" align="BOTTOM-RIGHT"
showmonth="0" />
```