

## Creating a Skin for Ipswitch Instant Messaging Client

Creating a customized skin for Ipswitch Instant Messaging Client is a relatively easy process and involves methods very similar to other 'skinnable' applications. Once a skin is completed and selected, the application builds the window using the graphics contained in a single bitmap (skin.bmp). Ipswitch Instant Messaging Client tiles and stretches the sections of that graphic to fit the size of the application according to the settings you determine in the skin.ini file.

This document will explain the steps you need to follow in order to create your own skin, describe the two files that control the look of your skin, and tell you how to use your skin once it has been created.

### How to create an Ipswitch Instant Messaging Client skin:

The general creation process is simple:

1. Create a folder for your skin in the Ipswitch Messenger Client\Skins\ directory. Name the folder what you want to name your skin.
2. Copy the files from the default skin directory into your new directory
  - Skin.bmp
  - Skin.ini
3. Edit the Skin.bmp file. See the section '**Creating the Graphics**' for more information.
4. Edit the Skin.ini file. See the section '**Changing the Settings**' for more information.

Once those steps are complete, all you have to do is select your new skin from the Skins section of the Options page.

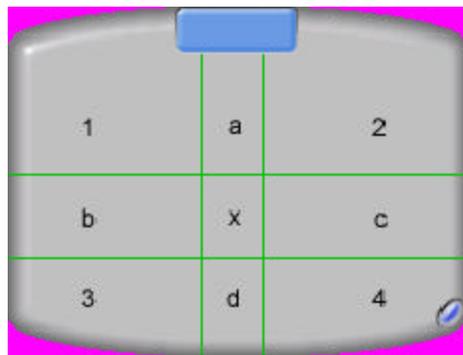
### Creating the Graphics

Ipswitch Instant Messaging Client uses a single bitmap (skin.bmp) to build all of the application dialogs, menus, and text. To change the skin's appearance, just open this file up in a graphics editor and make changes to the sections of the bitmap.



This is how the bitmap looks when you open it after copying it from the default skin folder. When you begin making changes to the graphic, make sure you save the changes to a new folder. If you make changes to any of the skin bitmaps included in the installation of Ipswitch Instant Messaging Client, you will permanently change that skin.

Notice that on some of the sections there are green lines drawn on top of the graphics. Those lines are used to show where Ipswitch Instant Messaging Client will begin tiling the background to complete the window.



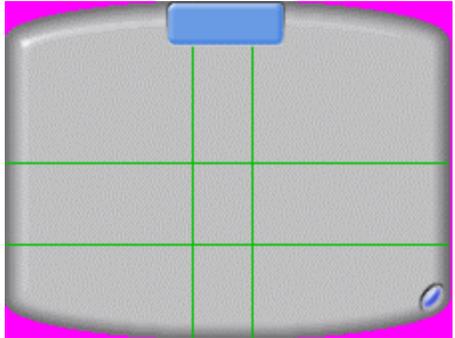
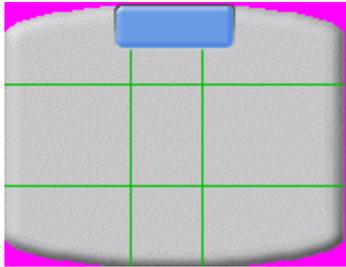
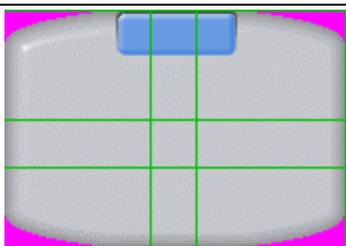
For example:

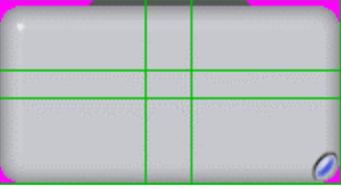
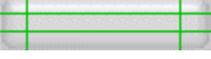
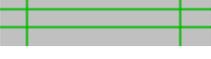
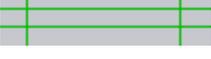
This graphic is divided into 9 parts:

- Sections 1, 2, 3, and 4 will be painted just as they appear.
- Sections b and c will be tiled on the y axis to fit the window.
- Sections a and d will be tiled on the x axis to fit the window.
- Section x will be tiled to fill in the rest of the window.

## Breaking down the bitmap

The following is a breakdown of the skin.bmp that identifies all of the sections you can change for your skin.

	<p><b>Contact List dialog</b></p> <p>You can use magenta or RGB 255,0,255 in the four corner sections to make the background transparent around the edges.</p>
	<p><b>Child dialog</b></p> <p>You can use magenta or RGB 255,0,255 in the four corner sections to make the background transparent around the edges.</p>
	<p><b>Tree Border</b> is tiled and stretched vertically to create borders of the Contacts tree.</p> <p><b>Options Border</b> is tiled and stretched to create borders of the Options windows.</p> <p><b>Log Border</b> is tiled and stretched to create borders of the Upper Window (Log section) of the Conversation window.</p> <p><b>Msg Border</b> is tiled and stretched to create borders of the Lower Window (Message section) of the Conversation window.</p>
	<p><b>Bold button</b> – Unselected and Selected</p>
	<p><b>Attachment button</b> – Default and On Click</p>
	<p><b>Italics button</b> – Unselected and Selected</p>
	<p><b>Emoticons button</b> – Default and On Click</p>
	<p><b>Underline button</b> – Unselected and Selected</p>
	<p><b>Conversation Upper Window</b></p> <p>You can use magenta or RGB 255,0,255 in the four corner sections to make the background transparent around the edges.</p>

	<p><b>Conversation Lower Window</b></p> <p>You can use magenta or RGB 255,0,255 in the four corner sections to make the background transparent around the edges.</p>
	<p><b>Button – Default</b></p>
	<p><b>Button – On Click</b></p>
	<p><b>Menu background</b></p>
	<p><b>Main Dialog Menubar background</b></p>
	<p><b>Conversation Window Menubar background</b></p>
	<p><b>Minimize button – Default and On Click</b></p>
	<p><b>Maximize button – Default and On Click</b></p>
	<p><b>Close button – Default and On Click</b></p>
	<p><b>Security icon – Default and On Click</b></p>
	<p><b>Logging icon – Default and On Click</b></p>
	<p><b>Contact List Minimize button – Default and On Click</b></p>
	<p><b>Wizard Tip background</b></p>
	<p><b>Add Users to Conversation button – Default and On Click</b></p>

## Changing the settings

The following is a list of all of the important settings on the skin.ini file. This file controls the placement of all of the buttons and panes used to create the Ipswitch Instant Messaging Client application. When you make changes to the skin.ini file, make sure you save your changes to a new folder. Any changes you make to an existing skin will change the way that skin looks.

### Note about color:

In the value column below, you will notice that some of the settings allow you to enter a color code to identify what color you want used in sections not controlled by the bitmap above. When entering a code, you must use either the decimal representation of the color or the hex code for that color. For example, the hex code for 'white' is **FFFFFF**. The decimal representation is **16777215**.

### More about using Hex code

Ipswitch Instant Messaging Client uses the following format for hex codes: **BBGGRR**. Be mindful of this when using a code from an application that translate color into **RRGGBB**.

When using the hex code for colors, you should put **0x00** before the color code. So, if you are adding the color 'blue' (hex code #0000FF), you should enter **0x00FF0000**.

Item	Value	Description
<b>Dialog</b>	This section controls most dialogs in Ipswitch Instant Messaging Client.	
Title-TextColorActive	Color Code	Color of text in title of active dialog.
Title-TextColorInactive	Color Code	Color of text in title of inactive dialog.
Title-TopOffset	Number of Pixels	Number of pixels from the top edge of the dialog to the top edge of the title text.
Title-Bold	0 or 1	1 bolds the title text, 0 leaves text normal.
StaticText-Color	Color Code	Color of text in dialog.
Button-TextColor-Normal	Color Code	Color of the text on buttons.
Button-TextColor-Selected	Color Code	Color of the text on buttons that have been selected.
Button-TextColor-Disabled	Color Code	Color of the text on buttons that have been disabled.

### DlgMain

This section controls the main Ipswitch Instant Messaging Client Contact List dialog.

Offset-Left	Number of Pixels	Number of pixels from the left edge of the dialog to the left edge of the Contact Tree workspace.
Offset-Top	Number of Pixels	Number of pixels from the top edge of the dialog to the top edge of the Contact Tree workspace.
Offset-Right	Number of Pixels	Number of pixels from the right edge of the dialog to the right edge of the Contact Tree workspace.

Item	Value	Description
Offset-Bottom	Number of Pixels	Number of pixels from the bottom edge of the dialog to the bottom edge of the Contact Tree workspace.
SysButton-Left	Number of Pixels	Number of pixels from the left edge of the system buttons to the right edge of the dialog.
SysButton-Top	Number of Pixels	Number of pixels from the top edge of the system buttons to the top edge of the dialog.
SysButton-Width	Number of Pixels	Width of the individual system button graphics. This number should not be changed.
SysButton-Height	Number of Pixels	Height of the individual system button graphics. This number should not be changed.
SysButton-Spacing	Number of Pixels	Number of pixels between system buttons.
MainMenu-Left	Number of Pixels	Number of pixels from left edge of the dialog to the left edge of the main menu bar.
MainMenu-Top	Number of Pixels	Number of pixels from the top edge of the dialog to the top edge of the main menu bar.
MainMenu-Height	Number of Pixels	Total height of the menu bar in pixels.
MenuText-Color	Color Code	Color of the main menu text.
LogoOffset-X	Number of Pixels	Number of pixels from the left edge of the logo graphic to the right edge of the main dialog.
LogoOffset-Y	Number of Pixels	Number of pixels from the top edge of the logo graphic to the top of the main dialog.
Title-TextColorActive	Color Code	Color of text in title of active dialog.
Title-TextColorInactive	Color Code	Color of text in title of inactive dialog.
Title-TopOffset	Number of Pixels	Number of pixels from the top edge of the dialog to the top edge of title text.
Title-Bold	0 or 1	1 bolds the title text, 0 leaves text normal.
StaticText-Color	Color Code	Color of text in dialog.
Status-Left	Number of Pixels	Number of pixels from the left edge of the dialog to the left edge of the status indicator.
Status-Top	Number of Pixels	Number of pixels from the bottom edge of the dialog to the bottom edge of status indicator.
Status-Right	Number of Pixels	Number of pixels from the right edge of the dialog to the right edge of the status indicator.

#### Misc

This section controls settings used throughout the application.

BackgroundColor_ContactTree	Color Code	Color of the center of the Contract Tree dialog.
-----------------------------	------------	--

Item	Value	Description
BackgroundColor_ChildDlg	Color Code	Color of the center of child dialogs.
ToolTipColor_Background	Color Code	The color of the background in the tool tip pop-ups. These are visible when you hover your cursor over buttons.
ToolTipColor_Text	Color Code	The color of the text in the tool tip pop-ups.
UseWindowsFrame	0 or 1	Defaults to 0. This number should not be changed.
AppName ( <i>Optional</i> )	Text	Text displayed in title bar and throughout other dialogs.
LogoName ( <i>Optional</i> )	Text	Path and file name of the logo bitmap file to be painted on the client.

### Popup

This section controls the pop-up menus used in Ipswitch Instant Messaging Client.

Text-Normal	Color Code	Color of text in pop-ups.
Text-Selected	Color Code	Color of selected text in pop-ups.
Text-Disabled	Color Code	Color of disabled text in pop-ups.
Text-DisabledSelected	Color Code	Color of disabled text in pop-ups that has been selected.
Selection-BkGround	Color Code	Background color of selected pop-up text.
Selection-BkGroundNoFocus	Color Code	Background color of selected pop-up text, when a sub-menu has been selected.
Selection-Shadow-Top	Color Code	Color of shadow on top of selection color.
Selection-Shadow-Bottom	Color Code	Color of shadow on bottom of selection color.

### Toolbar

This section controls the Ipswitch Instant Messaging Client toolbar.

ButtonTextColor-Normal	Color Code	Color of the text on buttons.
ButtonTextColor-Selected	Color Code	Color of the text on buttons that have been selected.
ButtonTextColor-Disabled	Color Code	Color of the text on buttons that have been disabled.

### SendMsgDlg

This section controls the workspace area in Ipswitch Instant Messaging Client.

Title-TextColorActive	Color Code	Color of text in title of active dialog.
Title-TextColorInactive	Color Code	Color of text in title of inactive dialog.

Item	Value	Description
Title-TopOffset	Number of Pixels	Number of pixels from top edge of dialog to top edge of title text.
Title-Bold	0 or 1	1 bolds the title text, 0 leaves text normal.
StaticText-Color	Color Code	Color of text in dialog.
Log-LeftOffset	Number of Pixels	Number of pixels from the left edge of the dialog to the left edge of the Upper Window (Log section).
Log-TopOffset	Number of Pixels	Number of pixels from the top edge of the dialog to the top edge of the Upper Window (Log section).
Log-RightOffset	Number of Pixels	Number of pixels from the right edge of dialog to the right edge of the Upper Window (Log section).
Log-BottomOffset	Number of Pixels	Number of pixels from the bottom edge of the dialog to the bottom edge of Upper Window (Log section).
Log-SendToHeight	Number of Pixels	Total height, in pixels, of the address bar in the Conversation window.
Msg-LeftOffset	Number of Pixels	Number of pixels from the left edge of the dialog to the left edge of the Lower Window (Message section).
Msg-TopOffset	Number of Pixels	Number of pixels from the top edge of dialog to the top edge of the Lower Window (Message section).
Msg-RightOffset	Number of Pixels	Number of pixels from the right edge of dialog to the right edge of the Lower Window (Message section).
Msg-BottomOffset	Number of Pixels	Number of pixels from the bottom edge of the dialog to the bottom edge of the Lower Window (Message section).
Status-LeftOffset	Number of Pixels	Number of pixels from the left edge of the dialog to the left edge of the status text.
Status-TopOffset	Number of Pixels	Number of pixels from the top edge of the dialog to the top edge of the status text.
Status-RightOffset	Number of Pixels	Number of pixels from the right edge of dialog to the right edge of the status text.
Status-BottomOffset	Number of Pixels	Number of pixels from the bottom edge of the dialog to the bottom edge of the status text.
Menu-Left	Number of Pixels	Number of pixels from the left edge of the dialog to the left edge of the menu bar.

Item	Value	Description
Menu-Top	Number of Pixels	Number of pixels from the top edge of the dialog to the top edge of the menu bar.
Menu-Height	Number of Pixels	Total height of the menu bar in pixels.
SendButton-Width	Number of Pixels	Total width of the Send button in pixels.
SendButton-Spacing	Number of Pixels	Number of pixels from the right edge of the message box to the left edge of the Send button.
Toolbar-Left	Number of Pixels	Number of pixels from the left edge of the dialog to the left edge of the toolbar.
Toolbar-Top	Number of Pixels	Number of pixels from the top edge of the Lower Window (Message section) to the top edge of the toolbar.
Toolbar-Spacing	Number of Pixels	Number of pixels between toolbar buttons.
SysButton-Left	Number of Pixels	Number of pixels from the left edge of the system buttons to the right edge of the dialog.
SysButton-Top	Number of Pixels	Number of pixels from the top edge of the system buttons to the top edge of the dialog.
SysButton-Spacing	Number of Pixels	Number of pixels between system buttons.
AddressBar-BkColor	Color Code	Color of background of address bar.
AddressBar-TextColor	Color Code	Color of text in address bar.
AddressBar-BorderColor	Color Code	Color of address bar border.

### Wizard

Offset-Top	Number of Pixels	Number of pixels from the top edge of the dialog to the top of the Wizard instruction section.
Offset-Left	Number of Pixels	Number of pixels from the left edge of the dialog to the left edge of the workspace.
Offset-Right	Number of Pixels	Number of pixels from the right edge of the dialog to the right edge of the workspace.

### Creating a branded client install with IIM 1.04 and later

**Note:** This process requires WinZip and the WinZip Self-Extractor.

1. Right click on the original install IMClient.exe and select the WinZip command to extract the files to a specific location. Extract the files to a convenient directory.
2. In the directory where you extracted the files, replace the Skin.bmp and Skin.ini with your customized skin files.
3. Using WinZip, create a .zip archive containing all of the files in the directory.

4. Using WinZip Self-Extractor create a self-extracting executable that launches setup.exe. This self-extracting executable will install the IM client with your custom skin.