

HARDCORE KICKS VST

Version 2.5



Skin Creation Documentation

Author: The CoreStylarz



Develop new skins

Introduction

Hardcore Kicks VSTi 2 is support unlimited skins and anyone can create easily new GUI. The skins are based on images and internal text variables, all the instructions to the synths should be contained into a text file and **each instruction must be present at the correct line.** The Skin Parser load all the instruction contained into the text at correct position. To start a new GUI artwork, you should take note of what you read in this documentation.

Common utilities

These software are really useful for developing skins, here a list of some selected free software in order to simplify your research.

For backgrounds and panels

GIMP

<http://www.gimp.org/>

SkinMan

<http://www.g200kg.com/en/software/skinman.html>

For knobs and sliders

Knobman

<http://www.g200kg.com/en/software/knobman.html>

For text editing

Notepad++

<http://notepad-plus-plus.org/>



The skins elements
Any skin is built by:

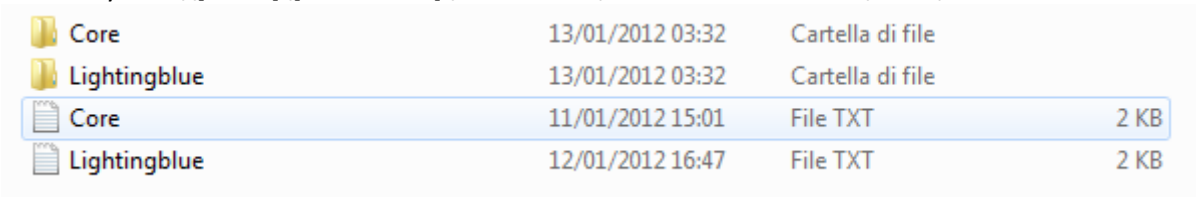
- Pictures (png, bmp, gif)
- RGB color syntax (syntax is RRR-GGG-BBB)
- Font, style and pixels syntax (syntax for fonts is Font-Style)

The skin structure

All the skins should have the structure described in the following lines.

The install path must be **CSIDL_MYDOCUMENTS** (User documents and Settings) following the windows standards. You need to use this API call if you want to distribute your skin with an installer. ([more info](#))

The directory is C:\\[Users]\\[User Name]\\Documents\\Hardcore Kicks VSTi 2\\Skins\\



Core	13/01/2012 03:32	Cartella di file	
Lightingblue	13/01/2012 03:32	Cartella di file	
Core	11/01/2012 15:01	File TXT	2 KB
Lightingblue	12/01/2012 16:47	File TXT	2 KB

This is the content of the Skins directory. The txt should be present on the root and the images into a folder with the same name of the skin.

Syntax of skin file

When you build your skin text, you must **respect the lines of the content.** For any skin, the line number should contain the exact reference in order to work.

Some lines are not used from the synth, they contain a comment.

Default comment syntax

Some lines are not used from the synth, they contains a comment.

| = Title of the section

*// = Title of an element

Pictures strings syntax

All the pictures must have the same name of those into the \\Skins\\[Skin Name]\\ directory.

Into the text you should enter the exact name with the extension.

Example.

Background.png is converted as the path:

C:\\Users\\Username\\Documents\\Hardcore Kicks VSTi 2\\Skins\\[Skin Name]\\Background.png

Colors strings syntax

The RGB color should be an integer number from 0 to 255. The colors should delimited by a – symbol.

255-0-0 = red:255, Yellow: 0, Blue: 0.

Any color string should be:

RRR-GGG-BBB

Fonts strings syntax

The fonts strings contains Typeface and Style variables delimited by – symbol.

Example.

Times New Roman-Bold = **Text**

Fonts sizes string syntax.

The sizes are calculated in pixels. The string should contain a Float number.

Example.

1.0 = 1 px



2.25 = 2,25 px

Creating the skin array

Information fields

The first three lines contains the Skin name, the author and the version fields.

```
1 Core
2 2.0
3 The CoreStylerz
4 -----
```

The 1st line must exactly match with the images folder name.

The first line is mandatory, the text must match with the images folder name. if does not, the plugin will not load the pictures.

Pictures references

This section start from line 5 and ends at line 13 and contains the name with extension of the Background, Panel 1, Panel 2 and Logo pictures.

```
5 | Images with extension - bmp png jpg
6 *// Background
7 Core_background.png
8 *// Panel a
9 Panel_a.png
10 *// Panel b
11 Panel_b.png
12 *// Logo
13 Logo.png
```

Knobs references

This section start from line 14 and ends at line 22 and contains the name with extension of knobs pictures.

```
14 | Knobs with extension - png with alpha animations
15 *// Knob style 1 46x46 px
16 Mech_knob_a.png
17 *// Knob style 1 24x24 px
18 Mech_knob_b.png
19 *// Knob style 2 46x46 px
20 Digi_knob_a.png
21 *// Knob style 2 36x36 px
22 Digi_knob_b.png
```

Switches references

This section start from line 23 and ends at line 32 and contains the name with extension of switches pictures. **The off picture must be inserted before the on picture and these strings uses two lines instead of one.**

```
23 | Switches with extension - bmp png jpg
24 *// Switch on/off 1
25 Core_switch_off.png
26 Core_switch_on.png
27 *// Switch on/off 2
28 Digi_switch_off.png
29 Digi_switch_on.png
30 *// Source Selector
31 Core_selector_off.png
32 Core_selector_on.png
```

Tabs references



This section start from line 33 and ends at line 48 and contains the name with extension of tabs pictures.

The off picture must be inserted before the on picture and these strings uses two lines instead of one.

```
33 | Tabs labels with extension - bmp png jpg
34 *// Filter on/off
35 Tab_filter_off.png
36 Tab_filter_on.png
37 *// Lofi on/off
38 Tab_lofi_off.png
39 Tab_lofi_on.png
40 *// Pitch
41 Tab_pitch_off.png
42 Tab_pitch_on.png
43 *// Split on/off
44 Tab_split_off.png
45 Tab_split_on.png
46 *// Volume
47 Tab_volume_off.png
48 Tab_volume_on.png
```

Colors strings

This section start from line 49 and ends at line 65 and contains the RGB Values of the colors. The first four colors are used for text, the last four for synths elements. (Equalizer, Waves, Dots)

```
49 | Colors - RGB values of color (RRR-GGG-BBB)
50 *// Color text - 1
51 255-0-0
52 *// Color text - 2
53 128-128-128
54 *// Color text - 3
55 30-30-30
56 *// Color text - 4
57 192-192-192
58 *// Color element - 1
59 255-0-0
60 *// Color element - 2
61 255-128-0
62 *// Color element - 3
63 192-192-192
64 *// Color element - 4
65 128-128-128
```

Fonts strings

This section start from line 66 and ends at line 70 and contains two typefaces with style.

```
66 | Font name and style delimited by -
67 *// Primary Typeface
68 7th Service-bold
69 *// Secondary Typeface
70 Arial-bold
```

Fonts sizes strings

This section start from line 66 and ends at line 70 and contains three text sizes in pixels.

```
71 | Text Size in pixel
72 *// Big
73 1
74 *// Normal
75 0.8
76 *// Small
77 0.6
78 | End of the skin
```



dimensions

The pictures you must respect these dimensions.

Background: 824 x 592 px

Panel a/b: 400 x 312 px

Knob style 1/a: 46x46 px

Knob style 1/b: 24x24 px

Knob style 2/a: 46 x 46 px

Knob style 2/b: 36x 36px

A quick view of the indexes

Here a table with all the content the lines must contain.

Line	Reference	Syntax
1.	Skin Title (Mandatory)	String
2.	Version	String
3.	Author	String
4.		*Unused
5.		Section Title
6.		*//Element Title
7.	Background	Filename + Extension
8.		*//Element Title
9.	Panel a	Filename + Extension
10.		*//Element Title
11.	Panel b	Filename + Extension
12.		*//Element Title
13.	Logo	Filename + Extension
14.		Section Title
15.		*//Element Title
16.	Knob style 1/a	Filename + Extension
17.		*//Element Title
18.	Knob style 1/b	Filename + Extension
19.		*//Element Title
20.	Knob style 2/a	Filename + Extension
21.		*//Element Title
22.	Knob style 2/b	Filename + Extension
23.		Section Title
24.		*//Element Title
25.	Switch 1 off	Filename + Extension
26.	Switch 1 on	Filename + Extension
27.		*//Element Title
28.	Switch 2 off	Filename + Extension
29.	Switch 2 on	Filename + Extension
30.		*//Element Title
31.	Source selector off	Filename + Extension
32.	Source selector on	Filename + Extension
33.		Section Title
34.		*//Element Title
35.	Tab filter off	Filename + Extension



36.	Tab filter on	Filename + Extension
37.		*//Element Title
38.	Tab lofi off	Filename + Extension
39.	Tab lofi on	Filename + Extension
40.		*//Element Title
41.	Tab pitch off	Filename + Extension
42.	Tab pitch on	Filename + Extension
43.		*//Element Title
44.	Tab split off	Filename + Extension
45.	Tab split on	Filename + Extension
46.		*//Element Title
47.	Tab volume off	Filename + Extension
48.	Tab volume on	Filename + Extension
49.		Section Title
50.		*//Element Title
51.	Color text 1	String RGB
52.		*//Element Title
53.	Color text 2	String RGB
54.		*//Element Title
55.	Color text 3	String RGB
56.		*//Element Title
57.	Color text 4	String RGB
58.		*//Element Title
59.	Color element 1	String RGB
60.		*//Element Title
61.	Color element 2	String RGB
62.		*//Element Title
63.	Color element 3	String RGB
64.		*//Element Title
65.	Color element 4	String RGB
66.		Section Title
67.		*//Element Title
68.	Primary Typeface	String Font
69.		*//Element Title
70.	Secondary Typeface	String Font
71.		Section Title
72.		*//Element Title
73.	Text size Big	
74.		*//Element Title
75.	Text size Mid	
76.		*//Element Title
77.	Text size Small	String Font size
78.		
79.	New from 2.4	
80.	Tab lfo off	Filename + Extension



81.	Tab lfo on	Filename + Extension
82.	END	

