

AMPS 4.3.00 or later

How to make an AMPS skin

The Audio Box Media Player System (AMPS) 4.3.xx Player mode uses many layers of graphics to fill in the GUI elements of the screen.

The Track Manager mode does not currently support skins/themes.

The PNG format is used because it supports transparency and a full color range.

Each visual graphic element can be skinned with a PNG source file that follows the name structure:

GUI Object	Filename	Width	Height
Player 1 Background	panel_player1.png	310	120
Player 2 Background	panel_player2.png	310	120
Panel: Buttons	panel_buttons.png	310	106
Panel: Clock	panel_clock.png	177	50
Panel: Fade control	panel_fader.png	177	80
Panel: Fade presets	panel_fadepre.png	177	80
Panel: Logo	panel_logo.png	177	50
Preview Player	panel_preview.png	200	120

Colors

The solid color for backgrounds

The background color for all of the non-skinned GUI elements is a solid color. This color is sampled from the top left pixel of the file "**base_back.png**".

The play progress bar

The colors of the progress bar are sampled from 5 files:

Progress bar background = "**progress0.png**"

Progress bar start color = "**progress1.png**"

Progress bar end color = "**progress2.png**"

Time elapsed text color = "**progress3.png**"

Time remaining text color = "**progress4.png**"

The transition box (fader)

The colors used for the fader functions are sampled from 5 files:

Background = "**fade0.png**" (Black)

Time hash marks = "**fade1.png**" (Yellow)

Playing track curve= "**fade2.png**" (Red)

Next track curve = "**fade3.png**" (Blue)

Preset shadow = "**fade4.png**" (Gray)

AMPS 4.3.00 or later

The background color for the clock

The background color for the clock is integrated into the clock graphics.

The background color for the play parameters

The background color for the player parameters are embedded in the player background.

Other colors:

GUI Element	Foreground	Background
<i>Base Screen Color</i>		base_back.png
<i>Playing Track Title</i>	title_text.png	title_back.png
<i>LED titles and text</i>	led_text.png	led_back.png
<i>Library</i>	library_text.png	library_back.png
<i>Playlists, History Lists</i>	library_text.png	library_back.png
<i>Library, Even Rows (override)</i>		libraryeven_back.png
<i>Library, Odd Rows (override)</i>		libraryodd_back.png
<i>Resize Bar</i>	resizebar.png	
<i>Screen Text (Total Time Search)</i>	text.png	(Transparent)
<i>Clock Font</i>	clock_text.png	(Transparent)

Buttons

Play control and play mode buttons can be skinned with one or more top layer graphics, and one or more background graphics.

When a button has a button graphic, the software draws a button on the screen then paints the graphic on the face of the button.

When a button needs a custom shape, or the skin style requires custom drawn buttons, it can have both background graphics and button face graphics. The software paints the background graphic then draws the face on the button. A blank transparent graphic can be used as a button face, so only the background will be shown.

Button graphics change depending on button state. Cold is the default button graphic, warm is a button with a mouse hover, and hot is pressed.

A button must always have a default background graphic defined to load custom backgrounds. Only after a default graphic is loaded, it will check for warm (mouse over) or hot (pressed) graphics.

Button face graphics

GUI Object	Filename	Width	Height
Button: Back	buttons\back.png	32	32
Button: Back (Hot)	buttons\back_hot.png	32	32
Button: Play	buttons\play.png	32	32
Button: Play (Hot)	buttons\play_hot.png	32	32
Button: Pause	buttons\pause.png	32	32
Button: Pause (Hot)	buttons\pause_hot.png	32	32
Button: Stop	buttons\stop.png	32	32
Button: Stop (Hot)	buttons\stop_hot.png	32	32
Button: Next	buttons\next.png	32	32
Button: Next (Hot)	buttons\next_hot.png	32	32
Button: Mode Auto	buttons\modeauto.png	16	16
Button: Mode Auto (Hot)	buttons\modeauto_hot.png	16	16
Button: Mode Play	buttons\modeplay.png	16	16
Button: Mode Play (Hot)	buttons\modeplay_hot.png	16	16
Button: Mode Loop	buttons\modeloop.png	16	16
Button: Mode Loop (Hot)	buttons\modeloop_hot.png	16	16

Button background graphics

GUI Object	Filename	Width	Height
Button: Back	buttons\back_back.png buttons\back_back_hot.png buttons\back_back_warm.png	55	32
Button: Play	buttons\play_back.png buttons\play_back_hot.png buttons\play_back_warm.png	55	32
Button: Pause	buttons\pause_back.png buttons\pause_back_hot.png buttons\pause_back_warm.png	55	32
Button: Stop	buttons\stop_back.png buttons\stop_back_hot.png buttons\stop_back_warm.png	55	32
Button: Next	buttons\next_back.png buttons\next_back_hot.png buttons\next_back_warm.png	55	32
Button: Mode Auto	buttons\modeauto_back.png buttons\modeauto_back_hot.png buttons\modeauto_back_warm.png	21	21
Button: Mode Play	buttons\modeplay_back.png buttons\modeplay_back_hot.png buttons\modeplay_back_warm.png	21	21
Button: Mode Loop	buttons\modeloop_back.png buttons\modeloop_back_hot.png buttons\modeloop_back_warm.png	21	21

AMPS 4.3.00 or later

Sliders

Sliders use a solid background graphic

The background of a slider is a complete graphic layer that is shown on top of the player background graphic layer. Transparent color usage is not supported for this graphic.

The hot zones for “+”, “-“ and “0’ are not buttons. The imagery to indicate these hot zones is embedded into the player background graphic (not the slider graphic).

Slider titles may be part of the player background graphic, the slider background, or both.

The vertical sliders are 26 pixels wide, 100 pixels tall (26x100).

The horizontal sliders are 80 pixels wide, 24 pixels tall (80x24).

Slider handles can use transparent edges

The foreground graphic of a slider can be a rectangle or other shape. Slider handles respect transparent color settings and will show the slider background behind it.

The recommended size of a slider handle is no larger than 24x12 pixels. Slider handles larger than this may clip at the MIN or MAX values, and may not align with the ZERO, MIN or MAX positions on the slider track.

Slider graphics:

GUI Element	Foreground	Background
<i>Volume Slider (back)</i>		\slider_volume\slider_back.png
<i>Volume Slider Handle (Cold)</i>	\slider_volume\cold.png	
<i>Volume Slider Handle (Hot)</i>	\slider_volume\hot.png	
<i>Volume Slider Handle (Warm)</i>	\slider_volume\warm.png	
<i>Speed Slider (back)</i>		\slider_speed\slider_back.png
<i>Speed Slider Handle (Cold)</i>	\slider_speed\cold.png	
<i>Speed Slider Handle (Hot)</i>	\slider_speed\hot.png	
<i>Speed Slider Handle (Warm)</i>	\slider_speed\warm.png	
<i>Pitch Slider (back)</i>		\slider_pitch\slider_back.png
<i>Pitch Slider Handle (Cold)</i>	\slider_pitch\cold.png	
<i>Pitch Slider Handle (Hot)</i>	\slider_pitch\hot.png	
<i>Pitch Slider Handle (Warm)</i>	\slider_pitch\warm.png	
<i>Pitch Bend Slider (back)</i>		\slider_bend\slider_back.png
<i>Pitch Bend Slider Handle (Cold)</i>	\slider_bend\cold.png	
<i>Pitch Bend Slider Handle (Hot)</i>	\slider_bend\hot.png	
<i>Pitch Bend Slider Handle (Warm)</i>	\slider_bend\warm.png	

AMPS 4.3.00 or later

File structure

All skin files are taken from a named skin folder under the path "C:\AMPS\custom\4300\skins\"

For Example:

"Blue Haze" c:\AMPS\custom\4300\skins\Blue Haze

"Classic" c:\AMPS\custom\4300\skins\Classic

"Midnight" c:\AMPS\custom\4300\skins\Midnight