



A 12Planet solution



12Planet eLiveServer

Skin Interface Development

Version 2.5

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1 Introduction

12Planet eLiveServer comes with the skin user interface support allowing chat server administrators to define advanced, custom looked user interfaces.

This document is targeted to developers that wish to create their own skins.

To create a skin, you need to create a certain number of graphic files that will each represent a component of the user interface, then a skin definition file that will tell the skin engine how to assemble various pieces into the final user interface.

1.1 Files location

The sample we describe here is composed of various files:

File name	location	explanation
skin definition file skin6.txt skin6p.txt	12p_applet/conf	Those files describe the composition of a skin interface
Image files	12p_applet\image\skin6	Those files are called by the skin engine to display the final interface
Chat page	Anywhere on your webserver	This page contains a call to the chat applet and sets the parameters to the chat applet

2 Skin components

2.1.1 Sample skin description file

Below is a sample skin interface file associated with the sample skin we'll use in this document for describing the skin development process:

```

start file:

#toutes les lignes commençant par # sont
des commentaires
#font.style: 0 normal / 1 italic / 2 bold / 3 =
italic and bold

[skinlogin]
skinloginImage=../image/skin6/loginmac.gif
skinloginXpos=0
skinloginYpos=0
skinloginWidth=608
skinloginHeight=500

[imblogin]
imbloginImage=../image/skin6/btconnect.gif
imbloginXpos=258
imbloginYpos=224
imbloginWidth=80
imbloginHeight=17

[lbintro]
lbintroFontType=Arial
lbintroFontStyle=1
lbintroFontSize=14
lbintroFontColor=FFFFFF
lbintroBackColor=000000
lbintroXpos=242
lbintroYpos=180
lbintroWidth=114
lbintroHeight=19

[lbnickname]
lbnicknameFontType=Arial
lbnicknameFontStyle=1
lbnicknameFontSize=11
lbnicknameFontColor=ffffff
lbnicknameBackColor=000000
lbnicknameXpos=210
lbnicknameYpos=184
lbnicknameWidth=0
lbnicknameHeight=0

[ifnickname]
ifnicknameFontType=Helvetica
ifnicknameFontStyle=1
ifnicknameFontSize=12
ifnicknameFontColor=ffffff
ifnicknameBackColor=000000
ifnicknameXpos=238
ifnicknameYpos=200
ifnicknameWidth=122
ifnicknameHeight=22

[ifpassword]
ifpasswordFontType=Helvetica
ifpasswordFontStyle=1
ifpasswordFontSize=12
ifpasswordFontColor=000000
ifpasswordBackColor=ffffff
ifpasswordXpos=318
ifpasswordYpos=157
ifpasswordWidth=122
ifpasswordHeight=22

```

[lpassword]

lpasswordFontType=Arial
 lpasswordFontStyle=1
 lpasswordFontSize=11
 lpasswordFontColor=000000
 lpasswordBackColor=ffffff
 lpasswordXpos=178
 lpasswordYpos=157
 lpasswordWidth=115
 lpasswordHeight=19

[skinchat]

skinchatImage=../image/skin6/chatmac.gif
 skinchatXpos=0
 skinchatYpos=0
 skinchatWidth=608
 skinchatHeight=500

[areachat]

areachatImage=../image/skin6/backgd.gif
 areachatFontType=Arial
 areachatFontStyle=1
 areachatFontSize=11
 areachatFontColor=EEEEEE
 areachatBackColor=000000
 areachatXpos=42
 areachatYpos=40
 areachatWidth=363
 areachatHeight=301

[lstusers]

lstusersFontType=Arial
 lstusersFontStyle=1
 lstusersFontSize=11
 lstusersFontColor=000000
 lstusersBackColor=DDDDDD
 lstusersXpos=452
 lstusersYpos=38
 lstusersWidth=136

lstusersHeight=286

[ifinput]

ifinputFontType=Arial
 ifinputFontStyle=1
 ifinputFontSize=12
 ifinputFontColor=000000
 ifinputBackColor=DDDDDD
 ifinputXpos=21
 ifinputYpos=424
 ifinputWidth=562
 ifinputHeight=25

[whisper]

whisperFontType=Arial
 whisperFontStyle=1
 whisperFontSize=10
 whisperFontColor=ffffff

[imblogout]

imblogoutImage=../image/skin6/btlog.gif
 imblogoutXpos=64
 imblogoutYpos=392
 imblogoutWidth=85
 imblogoutHeight=23

[imbprivate]

imbprivateImage=../image/skin6/btpriv.gif
 imbprivateXpos=162
 imbprivateYpos=392
 imbprivateWidth=85
 imbprivateHeight=23

[imbprofile]

imbprofileImage=../image/skin6/btprof2.gif
 imbprofileXpos=260
 imbprofileYpos=392
 imbprofileWidth=85
 imbprofileHeight=23

```

[imbmyprofile]
imbmyprofileImage=../image/skin6/btprof.gif
imbmyprofileXpos=260
imbmyprofileYpos=392
imbmyprofileWidth=85
imbmyprofileHeight=23

[imbignore]
imbignoreImage=../image/skin6/ignore.gif
imbignoreXpos=358
imbignoreYpos=392
imbignoreWidth=85
imbignoreHeight=23

[imbsave]
"Image"=
"Xpos"=
"Ypos"=
"Width"=
"Height"=

[imbinfo]
imbinfoImage=../image/skin6/about.gif
imbinfoXpos=456
imbinfoYpos=392
imbinfoWidth=85
imbinfoHeight=23

[cbcolor]
cbcolorFontType=Arial
cbcolorFontStyle=0
cbcolorFontSize=10
cbcolorFontColor=000000
cbcolorBackColor=DDDDDD

cbcolorXpos=452
cbcolorYpos=324
cbcolorWidth=136
cbcolorHeight=17

[[lbstatus]
lbstatusFontType=Arial
lbstatusFontStyle=3
lbstatusFontSize=13
lbstatusFontColor=000000
lbstatusBackColor=DDDDDD
lbstatusXpos=109
lbstatusYpos=396
lbstatusWidth=0
lbstatusHeight=0

[scnews]
scnewsFontType=Helvetica
scnewsFontStyle=1
scnewsFontSize=12
scnewsFontColor=FFE890
scnewsBackColor=204070
scnewsOverFont=FF0000
scnewsXpos=7
scnewsYpos=6
scnewsWidth=0
scnewsHeight=0

[skinpopup]
skinpopupinterface=../conf/skin6p.txt
skinpopupwidth=367
skinpopupheight=405

:end of file

```

As you may notice, various image files are invoked in this file, below is the list of the image files and a screencopy of each of them (they may have been resized to fit in this document):

loginmac.gif



btconnect.gif **LOGIN**

chatmac.gif



btlog.gif **Logout**

btpriv.gif **Private**

btprof2.gif **Profile**

btprof.gif **MyProfile**

ignore.gif **Ignore**



Attention! The syntaxe needs to be strictly respected, or the skin engine may not work properly. For example, it's very important that the order in which appear lines of parameters to be strictly respected within each skin unit. A skin unit specifies one graphical element of the user interface, ex:

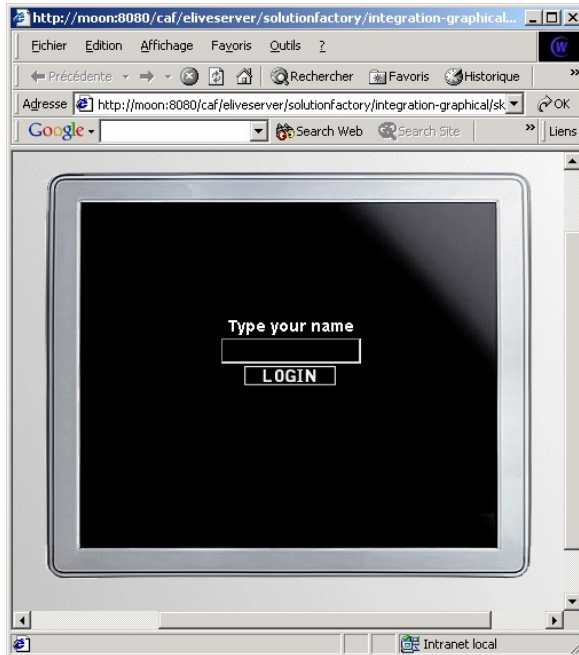
```
[skinlogin]
skinloginImage=../image/skin6/loginmac.gif
skinloginXpos=0
skinloginYpos=0
skinloginWidth=608
skinloginHeight=500
```

defines the Login screen [skinlogin] skin unit. We specify that the width of this unit should be 608 and the height be 500, and the image should be positioned at 0,0 from the up left corner. The image to be displayed is located in the image directory (12p_applet/image) with the relative path from the Java class files being ../image/skin6/loginmac.gif (so the absolute path would be 12p_applet/image/skin6/loginmac.gif). You cannot put the line skinloginYpos=0 beofre the line skinloginXpos=0 for example, nor omit the line skinloginWidth=608 for example.

In future versions, we'll try to make the skin definition file less restrictive while still keeping the engine size small.

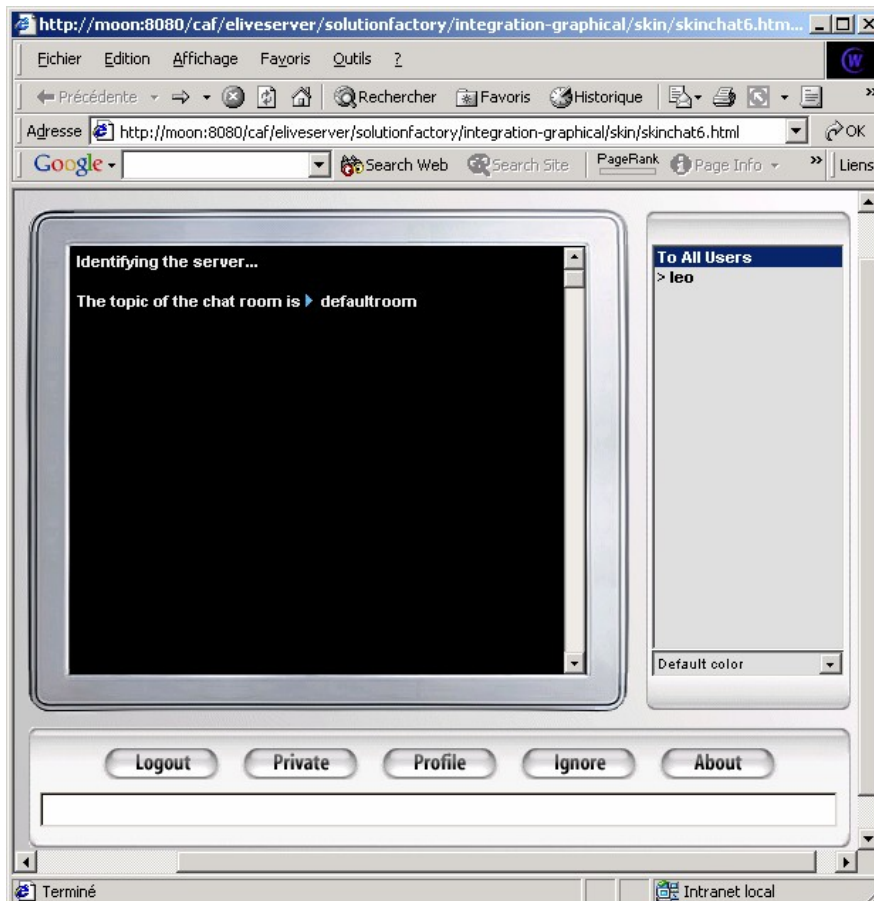
2.1.2 Login screen

If the applet is not set to automatically log into the chat server when the chat page is loaded, then the user will see a login screen where he is invited to type in his username and hit the login button in order to join a chat session. This interface is defined by the [skinlogin] skin unit. The sample result being:



2.1.3 Chat Screen

After the user is logged into the chat, he'll see the main user interface where he can starting chatting with other users. The final result should look like:



2.1.4 Private Chat Popup screen

If there are several users in the chat room, by double clicking on an user name, you'll enter the one to one private chat mode where the conversation will be limited to your messages sent to the selected user and his responses.

The chat popup screen is defined in a separate skin user interface file, we'll call it skin1p.txt and put it in the conf directory. It's content is very similar to the first skin definition file except that many fields are left empty. Only a few sections are filled out (to optimise the size of the chat applet, we reuse part of the parsing code to handle the popup skin definition), below is its content for our sample interface and the final result:



start file:

#toutes les lignes commençant par # sont des commentaires

#font.style: 0 normal / 1 italic / 2 bold / 3 = italic and bold

[skinlogin]

skinloginImage=

skinloginXpos=

skinloginYpos=

skinloginWidth=

skinloginHeight=

[imblogin]

imbloginImage=

imbloginXpos=

imbloginYpos=

imbloginWidth=

imbloginHeight=

[lbinintro]

lbinintroFontType=

lbinintroFontStyle=

lbinintroFontSize=

lbinintroFontColor=

lbinintroBackColor=

lbinintroXpos=

lbinintroYpos=

lbinintroWidth=

lbinintroHeight=

[lbinickname]

lbinicknameFontType=

lbnicknameFontStyle=
 lbnicknameFontSize=
 lbnicknameFontColor=
 lbnicknameBackColor=
 lbnicknameXpos=
 lbnicknameYpos=
 lbnicknameWidth=
 lbnicknameHeight=

[ifnickname]

ifnicknameFontType=
 ifnicknameFontStyle=
 ifnicknameFontSize=
 ifnicknameFontColor=
 ifnicknameBackColor=
 ifnicknameXpos=
 ifnicknameYpos=
 ifnicknameWidth=
 ifnicknameHeight=

[ifpassword]

ifpasswordFontType=
 ifpasswordFontStyle=
 ifpasswordFontSize=
 ifpasswordFontColor=
 ifpasswordBackColor=
 ifpasswordXpos=
 ifpasswordYpos=
 ifpasswordWidth=
 ifpasswordHeight=

[lbpassword]

lbpasswordFontType=
 lbpasswordFontStyle=
 lbpasswordFontSize=
 lbpasswordFontColor=
 lbpasswordBackColor=
 lbpasswordXpos=
 lbpasswordYpos=
 lbpasswordWidth=

lbpasswordHeight=

[skinchat]

skinchatImage=../image/skin6/chatpriv.gif
 skinchatXpos=0
 skinchatYpos=0
 skinchatWidth=447
 skinchatHeight=429

[areachat]

areachatImage=../image/skin6/backgd.gif
 areachatFontType=Arial
 areachatFontStyle=1
 areachatFontSize=11
 areachatFontColor=EEEEEE
 areachatBackColor=000000
 areachatXpos=42
 areachatYpos=40
 areachatWidth=273
 areachatHeight=215

[Istusers]

IstusersFontType=Arial
 IstusersFontStyle=1
 IstusersFontSize=11
 IstusersFontColor=000000
 IstusersBackColor=DDDDDD
 IstusersXpos=452
 IstusersYpos=38
 IstusersWidth=0
 IstusersHeight=0

[ifinput]

ifinputFontType=Arial
 ifinputFontStyle=1
 ifinputFontSize=12
 ifinputFontColor=000000
 ifinputBackColor=DDDDDD
 ifinputXpos=21
 ifinputYpos=305

ifinputWidth=220

ifinputHeight=18

[whisper]

whisperFontType=Arial

whisperFontStyle=1

whisperFontSize=10

whisperFontColor=ffffff

[imblogout]

imblogoutImage=

imblogoutXpos=

imblogoutYpos=

imblogoutWidth=

imblogoutHeight=

[imbprivate]

imbprivateImage=

imbprivateXpos=

imbprivateYpos=

imbprivateWidth=

imbprivateHeight=

[imbprofile]

imbprofileImage=

imbprofileXpos=

imbprofileYpos=

imbprofileWidth=

imbprofileHeight=

[imbmyprofile]

imbmyprofileImage=

imbmyprofileXpos=

imbmyprofileYpos=

imbmyprofileWidth=

imbmyprofileHeight=

[imbignore]

imbignoreImage=

imbignoreXpos=

imbignoreYpos=

imbignoreWidth=

imbignoreHeight=

[imbsave]

"Image"=

"Xpos"=

"Ypos"=

"Width"=

"Height"=

[imbinfo]

imbinfolImage=

imbinfoXpos=

imbinfoYpos=

imbinfoWidth=

imbinfoHeight=

[cbcolor]

cbcolorFontType=Arial

cbcolorFontStyle=0

cbcolorFontSize=10

cbcolorFontColor=000000

cbcolorBackColor=DDDDDD

cbcolorXpos=252

cbcolorYpos=304

cbcolorWidth=85

cbcolorHeight=23

[lbstatus]

lbstatusFontType=Arial

lbstatusFontStyle=3

lbstatusFontSize=13

lbstatusFontColor=000000

lbstatusBackColor=DDDDDD

lbstatusXpos=109

lbstatusYpos=396

lbstatusWidth=0

lbstatusHeight=0

[scnews]

```
scnewsFontType=Helvetica      | scnewsXpos=7
scnewsFontStyle=1            | scnewsYpos=6
scnewsFontSize=12            | scnewsWidth=0
scnewsFontColor=FFE890       | scnewsHeight=0
scnewsBackColor=204070       |
scnewsOverFont=FF0000        | :end of file
```

2.1.5 Applet parameters

To use the sample skin defined here, you need to have the following lines on your chat page:

```
<PARAM NAME="skinPopInterface" VALUE="../conf/skin6p.txt">
<PARAM NAME="skinInterface" VALUE="../conf/skin6.txt">
<PARAM NAME="skinPopWidth" VALUE="367">
<PARAM NAME="skinPopHeight" VALUE="405">
<param name="classPath" value="onetoplanet.client.ui.skin.floatGuts">
```