

SKINS for TOKANTE

Instructions on how to build user-made
clock and gauge skins for Tokante
Document V1.0 – June 24th, 2011

Location:

Skins shall be copied in two folders found in the "Application Support" Folder located inside the user "library" folder.

[user home directory]/Library/Application Support

The first one is "Clocks" for clocks skins and the second is "Batteries" for the "Batteries Gauge" models.

Contents:

Skins are just folders containing pictures used to build the design either Clock or Gauge. Most of the times they are delivered in a "zip" archive that shall be "expanded" before installation.

The name of the skins displayed in the popup-menu of the preference window of Tokante is just the name of the folder.


Clock skin folder:

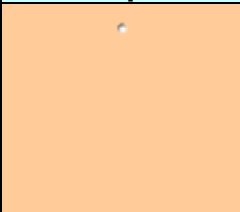
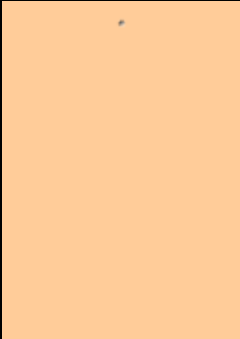


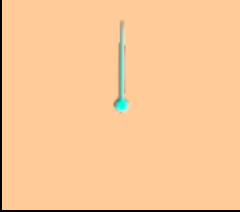

A folder providing information for clock skins shall contains 7 different pictures made of necessary components to build the clock on screen.

Pictures shall be 512x512 pixels ".png" formatted images involving transparency as expected in final result. All image are used by completely overlapping size-matching pictures with central rotations to place the component in time.

Sometime an additional *.psd formatted file may be given as archive used for making the overall images but is not used by Tokante.

The 7 pictures respectively represent the following components drawn in layer order.

Layer	Sample*	Name	Usage
1		ClockBackGround.png	This picture component is the background of the clock.

Layer	Sample*	Name	Usage
2		tick1.png	This picture is the image used for major hours indications. It's displayed every 5 minutes starting at noon. The 12 positions are obtained by successive 30° rotations of the picture.
3		tick2.png	This picture is the image used for minor minutes indications (in between hour ticks). It's displayed every 1 minutes starting at noon+1 minute. The positions are obtained by successive 6° rotations of the picture. It is not displayed when an hour indicator is used. This image is used $12 \times 4 = 48$ times in a clock.
4		hand1.png	This picture is used for the hour hand of the clock.
5		hand2.png	This picture is used for the minute hand of the clock.
6		hand3.png	This picture is used for the second hand of the clock (fastest hand).
7		glass.png	This highly transparent picture is used finally to integrate reflection of clock glass.

* : Sample columns is shown with colored background to see transparency usage.

This skins will give this hereunder final result :

		
When glass is disabled	With glass enabled	With the seconds hand

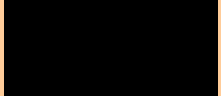




This way to build the clocks is eventually quite free and shall liberate the most imaginative designs. It permits a large variety of clocks involving more or less transparencies (dimmers, holes, etc...).


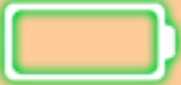


Battery skin folder:

A folder providing information for battery-gauges skins shall contains 21 different pictures made of necessary components to build the gauge on screen.

Pictures shall be 512x512 pixels “.png” formatted images involving transparency as expected in final result. All image are used by completely overlapping size-matching pictures to place the component depending on the battery level and process. Sometime an additional *.psd formatted file may be given as archive used for making the overall images but is not used by Tokante.

The 21 pictures respectively represent the following components drawn in layer order. Picture using the same layer order means only one at a time is used depending on parameter (i.e. capacity).

Layer	Sample*	Name	Usage
1		BatteryWindowBackground.png	This picture component is the background of the gauge.
2		img_1.png	Frame used for a close to 0% filled battery.
3		img_2.png	Used when battery is close to 5%
3	Etc...	...	
3		img_9.png	Used when battery is close to 50%
3	Etc...	...	
3		img_16.png	Used when battery is close to 95%

Layer	Sample*	Name	Usage
3		img_17.png	Used when battery is close to 100%
4		img_fg.png	Mainframe of the gauge, this picture is used as a foreground.
5		ChargingBattery.png	Overlapped indicator meaning the battery is changing.
5		FullConnectedBattery.png	This image is used when the battery is connected and at full capacity.

* : Sample columns is shown with colored background to see transparency usage.