

 Sunnysoft Contacts

## How to create own skin

Sunnysoft Contacts skin follows chosen theme in folder: *Program Files\Sunnysoft\Contacts\Themes*, which is located either in device or on the SD Card according to the installation type. Themes are located in several folders. Each folder contains file *theme.ini*, which structure is described lower. To create own skin create new folder and file *theme.ini* in it. For beginners, we recommend copying some of original theme to your new folder and then try to modify. In case you cannot load theme because of error in *theme.ini* file, error notice will be displayed and saved to *theme.log*, which is located in same folder as *theme.ini*.

## File structure of theme.ini

File contains theme information – colors, graphic links, etc. Its structure corresponds to ini files: it contains sections in brackets [], where the records type as “*key=value*” are stored. Following example shows format of ini file – section main contains key author, which value is Sunnysoft:

```
[Main]
Author=Sunnysoft
```

## a) Data types

Each key value has some data type. It is restriction which tells us what we can enter as key value. In the following text, the next data type are using:

Type	Description
string	Character chain
integer	number
boolean	Constants <i>true</i> a <i>false</i>
výčet	Option in brackets. For example (left   right)
list	Value list divided by comma.
color	Notation color 0xRRGGBB, where RR corresponds to hexa red, GG green a BB blue. Example: 0xff00ff corresponds to pink.

## b) Section Main

File *theme.ini* starts with section Main, where you can enter following information:

Key	Data type	Description
Author	string	Author name
Name	string	Theme title
Mail	string	E-mail
Version	string	Version

Theme title is used in Sunnysoft Contacts settings. Sunnysoft contacts 1.2 works with themes 1.2. Reverse compatibility is not guaranteed.

## c) Section Defaults

This section is used for default settings. These settings will be set each time user choose theme.

```
[defaults]
kbd-size=large
kbd-font-size=8
button-align=left
...
```

Key	Data type	Description
font-size	integer	Font height
show-indexbar	boolean	Display alphabet bookmarks
show-scrollbar	boolean	Display vertical scroll bar
kbd-size	(Small   normal   large)	Keyboard height
kbd-font-size	integer	Keyboard font height
button-call	boolean	Display Call button
button-email	boolean	Display Email button
button-sms	boolean	Display SMS button
button-picture	boolean	Display picture
button-align	(left   right)	Align buttons

#### d) Section Colors

Section colors is used to define simple colors in theme. Each value has type "color".

Key	Description
contacts-fg1	Contact text color
contacts-fg1-sel	Text color of chosen letters from contact
contacts-bg1-sel	Background color of chosen letters from contact
contacts-fg2	Text color of chosen contact
contacts-fg2-sel	Text color of chosen letters from selected contact
contacts-bg2-sel	Background color of chosen letters from selected contact
header	Text color of alphabet tab
header-pushed	Text color of pressed alphabet tab
chardlg	Text color of first letter fast search pop-up window
dialog-fg	Text color of all dialog windows
tab	Tab text color
tab-pushed	Chosen tab text color
history-bg	Background color in history

#### e) Section Keyboard

You can define keyboard parameters in this section. It contains following keys:

Key	Data type	Description
color	color	Button font color
color-pushed	color	Pressed button font color
color-shadow	color	Button text shadow font color
color-background	color	Button background color
numbers	boolean	Display numbers on buttons
text-case	(upper   lower)	Convert button text to upper / lower characters
text-left-top1	boolean	Small keyboard buttons text shift
text-left-top2	boolean	Normal keyboard buttons text shift
text-left-top3	boolean	Large keyboard buttons text shift

#### f) Section Keyboard0..9,B,C

Section from Keyboard0 to keyboard9, keyboard B and keyboard C contains keyboard graphic links. Each section corresponds to one button. Section keyboard B corresponds to BACK button and keyboard C corresponds to DELETE ALL button. Each value has type "string".

Key	Description
bitmap1	Small keyboard button
bitmap2	Normal keyboard button
bitmap3	Large keyboard button
bitmap1-pushed	Pressed small keyboard button
bitmap2-pushed	Pressed normal keyboard button
bitmap3-pushed	Pressed large keyboard button

## g) Other sections

Other sections contain contact graphic information. These sections have mandatory key class, which defines how graphic will be depicted. Each class defines other mandatory and optional keys.

```
[header-fg]
class=bitmap-simple
transparent=0xff00ff
src=Green.96.header_fg.png
...
```

Section	Description
background1	Odd line background
background2	Even line background
selected	Marked line background
background	Home screen background
separator	Line separator
chardlg-bg	First letter fast search window background
header-bg	Whole alphabetic tab background
header-fg	Alphabetic tab button
header-fg-pushed	Pressed alphabetic tab button
dialog-bg	All dialogue windows background
tab-bg	Whole tab background
tab-fg	Tab button
tab-fg-pushed	Pressed tab button
call	Call button
sendemail	Send e-mail button
sendsms	Send SMS button
call-pushed	Pressed Call button
sendemail-pushed	Pressed send e-mail button
sendsms-pushed	Pressed send EME button
save	Save-to-contacts button
save-pushed	Pressed save-to-contacts button
call-incoming	Incoming call icon
call-outgoing	Outgoing call icon
call-missed	Missed call icon
msg-incoming	Incoming message icon
msg-outgoing	Outgoing message icon
arrowleft	Left arrow button
arrowleft-pushed	Pressed left arrow button
arrowright	Right arrow button
arrowright-pushed	Pressed right arrow button

For example: section header-fg is a graphic which belong to "bitmap-simple" class.

- Class **bitmap-simple**

Graphic is define by picture.

Key	Mandatory	Data type	Description
src	YES	string	Link to picture file
transparent	NO	color	Transparent color
fixed-width	NO	boolean	No picture width stretch
fixed-height	NO	boolean	No picture height stretch

- Class **gradient**

Graphic is defined by color passing.

Key	Mandatory	Data type	Description
gradient	YES	list	Place list where color passing is defined. Use comma as separator. Values are either in pixels (px) or percent (%)
color1..N	YES	color	Color passing definition. Number N must correspond to the number of items in gradient list.
mode	NO	(vertical   horizontal)	Gradient list can be vertical or horizontal.

- Class **solid**

Graphic is defined by filling color.

Key	Mandatory	Data type	Description
color	YES	color	Color filling

- Class **bitmap**

Graphic is defined by several pictures.

Key	Mandatory	Data type	Description
sizes	YES	list	Picture size list
bitmap1..N	YES	string	Picture link. Number N must correspond to the number of items in "sizes" list.
transparent	NO	color	Transparent picture color.