



Changing Skins in Clickteam Fusion

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Changing Skins in Clickteam Fusion

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Introduction

Clickteam Fusion Skinning Introduction

One of the new features of [Clickteam Fusion](#) is the ability to customize the appearance of several windows. This tutorial acts as a reference document for all the major aspects over skinning in Clickteam Fusion including:

- Customizing Individual Skins
- Description of Event Editor skin elements
- Description of Event List Editor skin elements
- Description of Storyboard Editor skin elements
- Description of Object Box skin elements
- Description of Info.ini properties & values

Webpage Link: <http://www.xable.us/clickteam-fusion-skins.php>

Image Slicing

Image Slicing

This lesson gives a brief overview on the concept of image slicing and covers image slicing within Clickteam Fusion.

Explanation

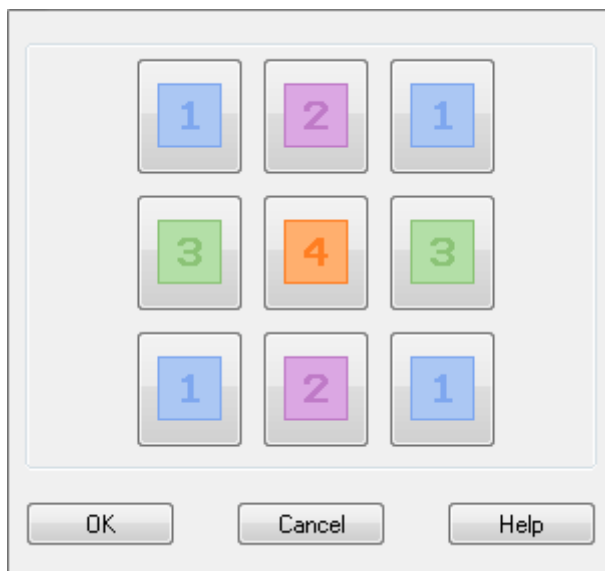
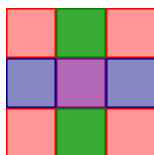


Image slicing is when a large image split into equal smaller images. The image slicing used by Clickteam Fusion uses these smaller images and repeats them to recreate a larger image. The images used to skin Clickteam Fusion are divided into **9** equal sections, as shown in the image above.

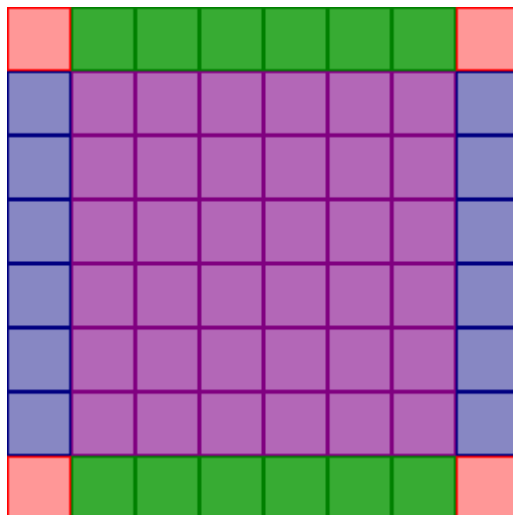
1. Corner sections (1) do not undergo any kind of repetition.
2. Horizontal sections (2) repeat horizontally between the surrounding corner sections
3. Vertical sections (3) repeat vertically between the surrounding corner sections
4. The 'middle piece' (4) fills in the gap between the horizontal sections and the vertical sections

Small Example of Image Slicing



Here is an example where each of the above sections are repeated once.

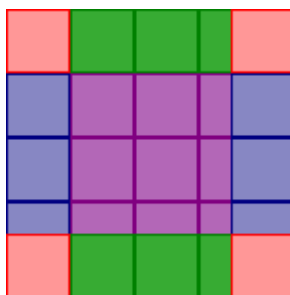
Large Example of Image Slicing



Here is an example image where

- The **horizontal pieces** are repeated **6** times per row
- The **vertical pieces** are repeated **6** times per column
- The **middle pieces** are repeated **36** times overall

Uneven Example of Image Slicing



Depending on the actual graphic of each section, you may or may not be able to use non-integer amount of sections. Each tile in this example is 32 x 32, but the entire image is 144 x 144, not evenly divisible by 32. Because of the dark outlines on each tile, dimensions not divisible by 32 produce an awkward image. Remove these dark outlines, however, and the image looks smoother.

Here is an example image where

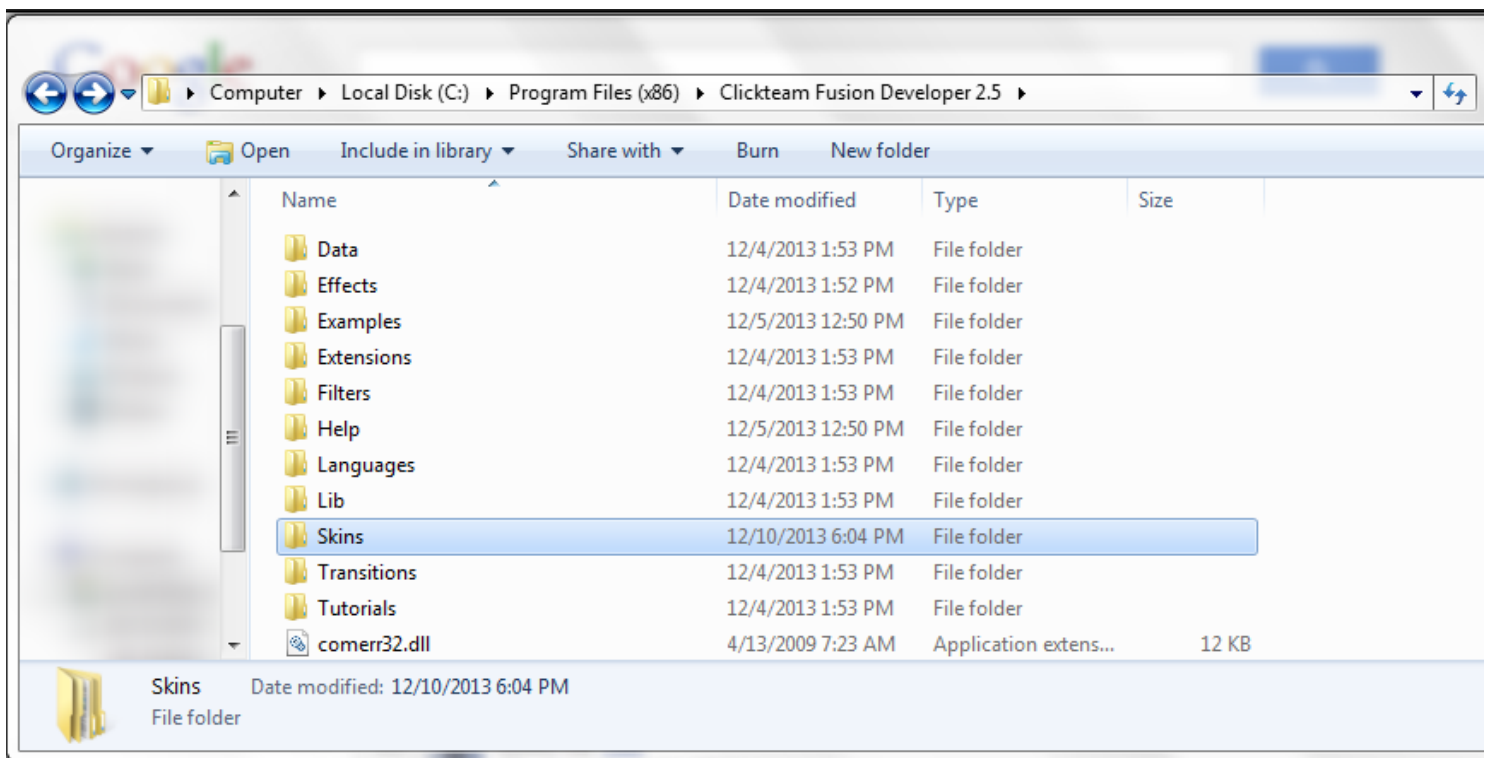
- The **horizontal pieces** are repeated **2.5** times per row
- The **vertical pieces** are repeated **2.5** times per column
- The **middle pieces** are repeated **6.25** times overall

Customizing Individual Skins

Creating New Skins or Modifying Existing Skins

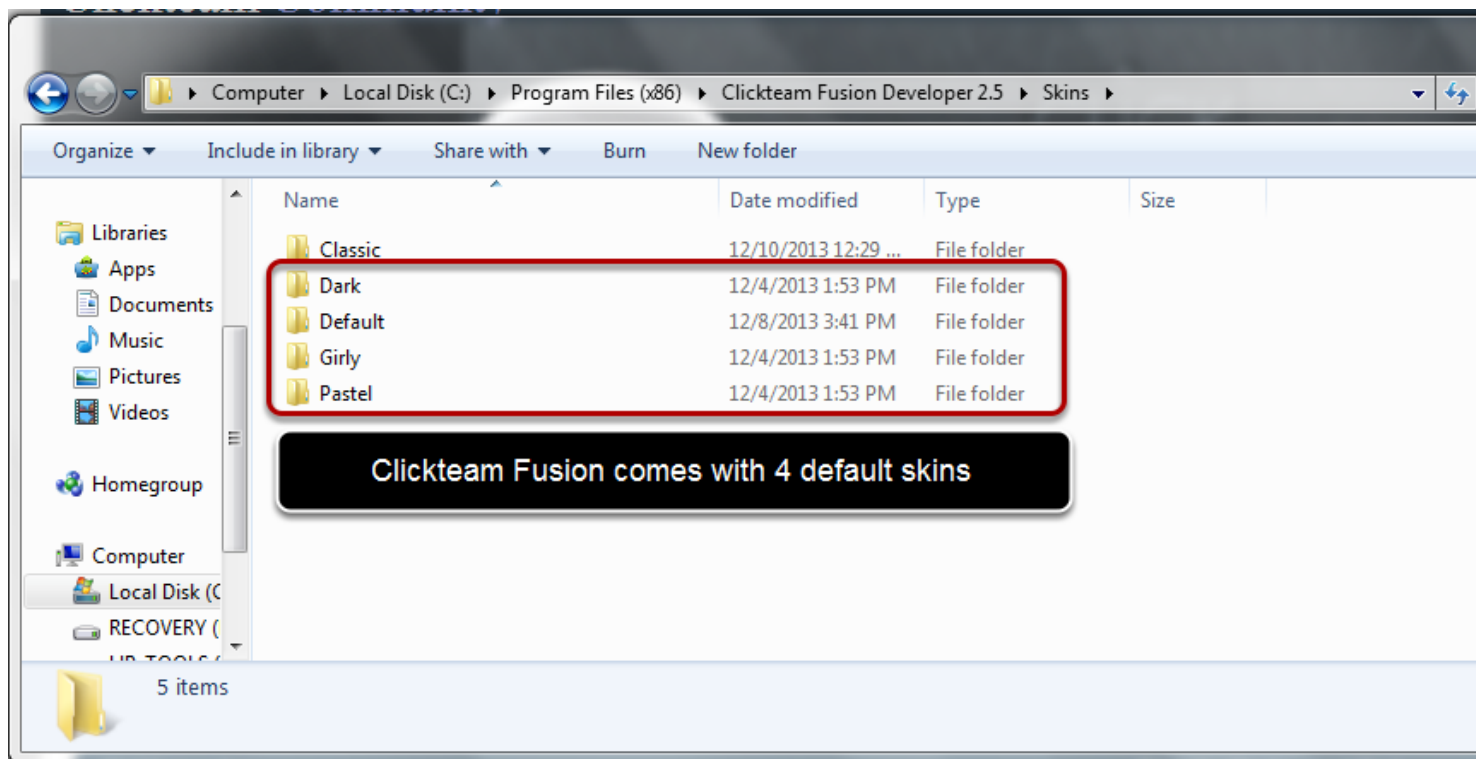
This section explains how to actually change the skin within Clickteam Fusion.

Navigate to the Skins folder within the Clickteam Fusion Directory



First, navigate to the "Skins" folder within the Clickteam Fusion directory.

Open/Copy an Existing Folder



Clickteam Fusion comes with four defaults skins, as shown above:

1. Dark
2. Default
3. Girly
4. Pastel

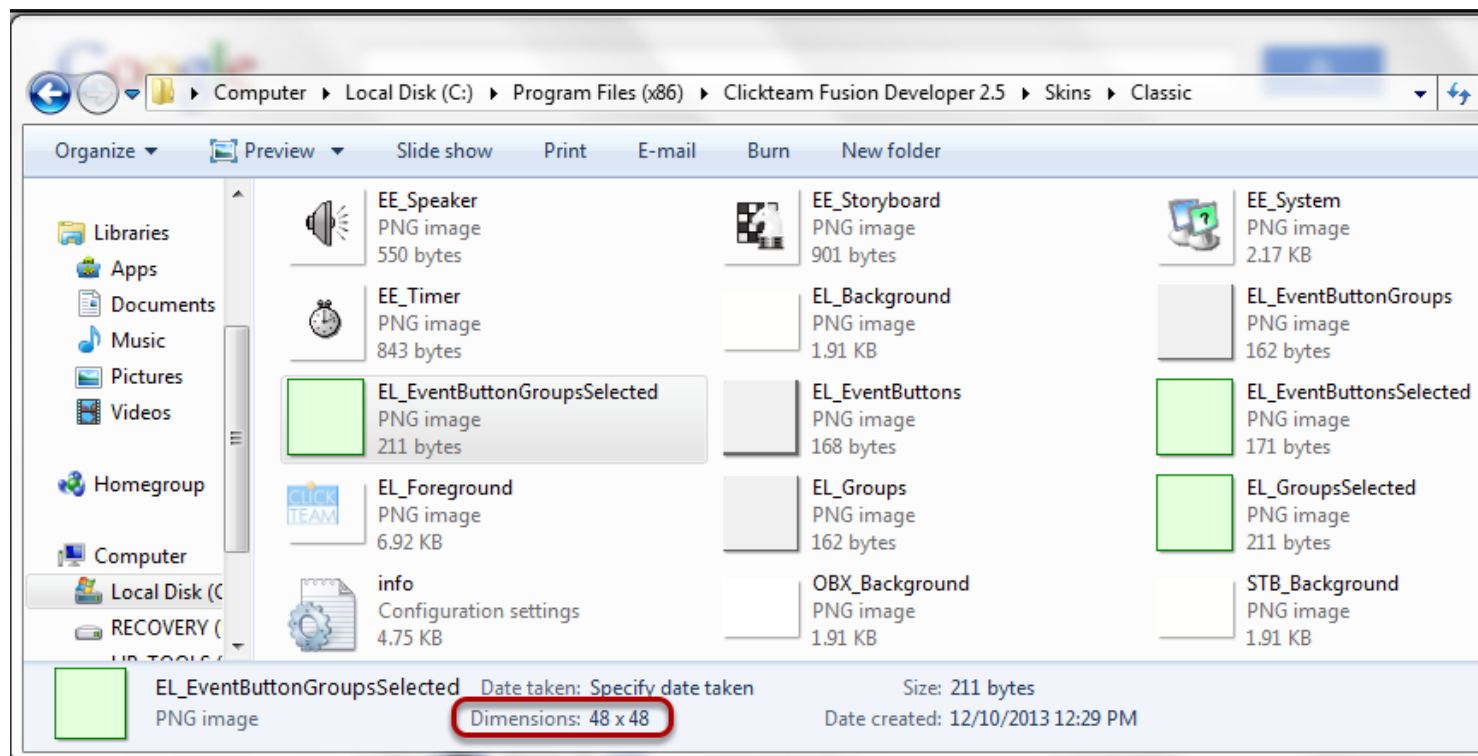
In order to create your own skin, you must modify an existing skin, **or** copy an existing skin's folder (remember to rename the folder). Then you will modify any of the **61** files within the skin folder, as explained in the next step.

****Notes****

- If you **copy** a skin folder, you should change the skin's name in Info.ini
- The 'Classic' skin is a custom skin which resembles the traditional MMF2 layout. This skin, along with additional skins, can be downloaded at the [ClickStore](#). These skins can serve as templates for your own skins!

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Edit any Image File or the Info.ini File



Asides from the Foreground and Background images (which can be any size), most of the .png files have dimensions of 48 x 48. After you edit the image files, re-opening Clickteam Fusion or selecting a new skin from within Clickteam forces a refresh for all skins; at which point you can re-select the skin (or **press Control + Shift + K**) in Clickteam Fusion to review the changes.

The following sections describe each individual skin element and what the item corresponds to within Clickteam Fusion.

Notes

- There should be 61 files (60 images and 1 info.ini) within a skin's folder. If any files are missing, the skin will not load nor appear in Clickteam Fusion

Event Editor

Skinning the Event Editor

This lesson gives a description over each customizable skin element in the Event Editor, an image of said element, and any special properties of the element. These affect **any** Event Editor, including the *Global* Event Editor and *Behaviour* Event Editor,

EE_ActionInfo

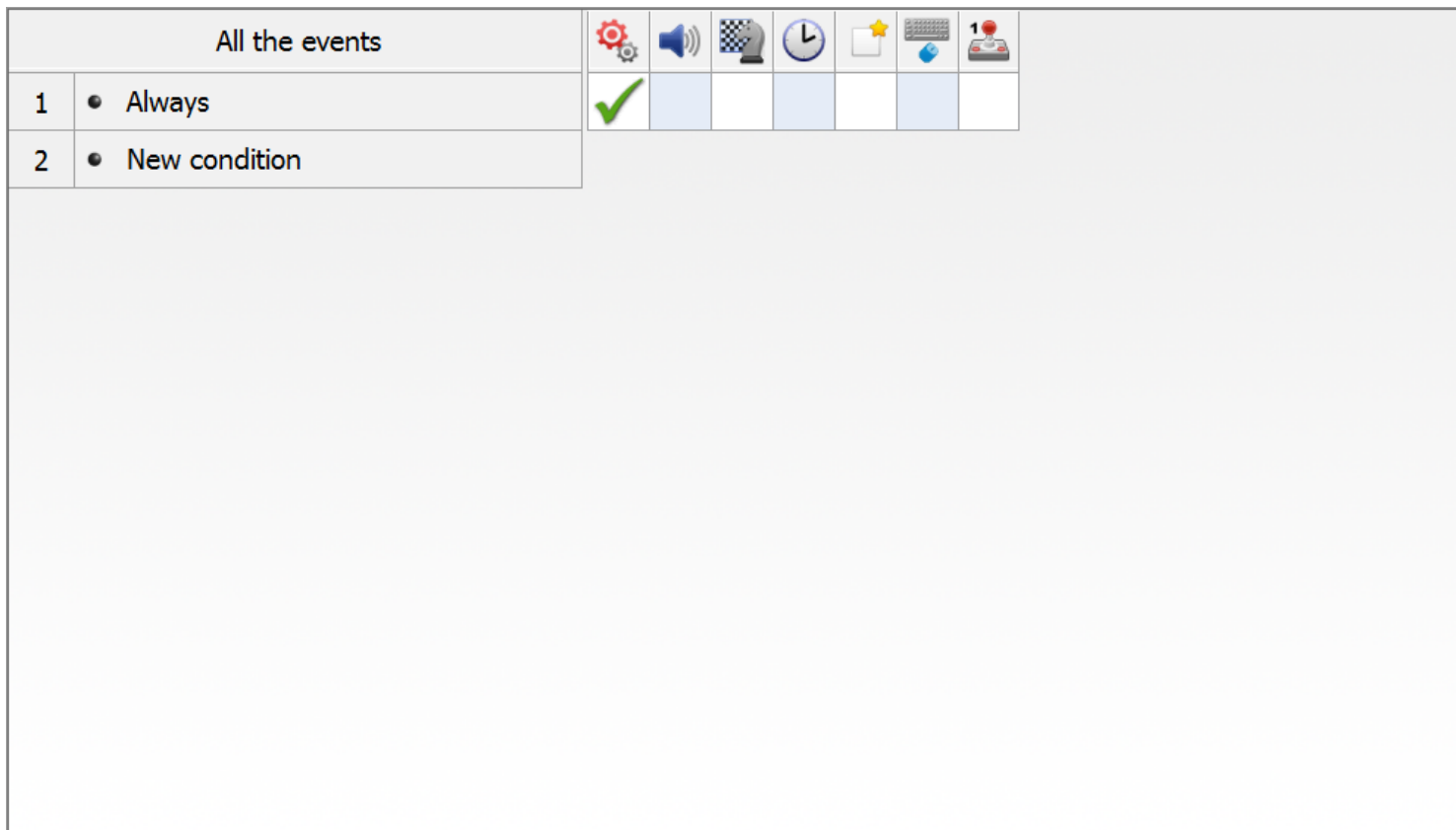


This image is used as the background for the Action Info tool tip. The Action Info tool tip is the tool tip when you hover above an action.

This image stretches to fit its element space.

XABLE ENTERPRISES

EE_Background



This image is used as the entire background for the Event Editor.

This image stretches to fit its element space.

EE_Blob



This image is located to the left for the **first** condition in any event.

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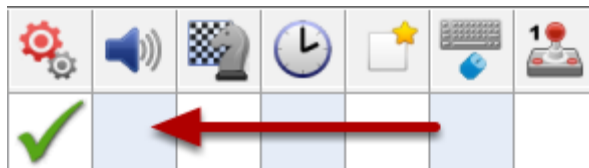
EE_Checkmark



This image is used to indicate which events have actions.

This image can be set to stretched to fit depending on its value in the Info.ini

EE_Checkmarks



This image is used as the background for events for every other row in the Event Editor. Every other column after the first column uses this image.

This image is sliced.

EE_CheckmarksOdd

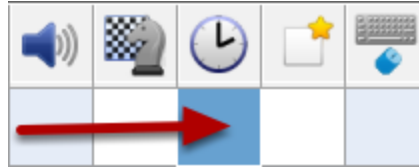


This image is used as the background for events for every other row in the Event Editor. The first column and every other column **after the second** column uses this image.

This image is sliced.

XABLE ENTERPRISES

EE_CheckmarksSelected



This image is used as the background when an action is selected. Every other column **after the first** column uses this image.

This image is sliced.

EE_CheckmarksOddSelected



This image is used as the background when a specific action has been selected. The first column and every other column **after the second** column uses this image.

This image is sliced.

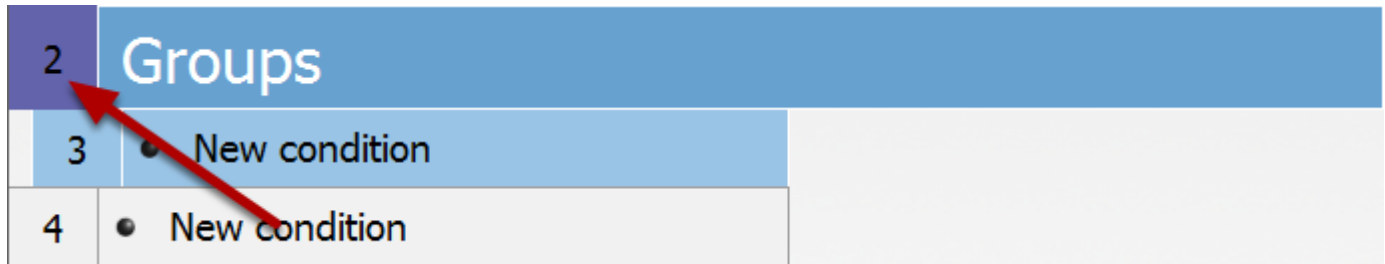
EE_EventButtonGroups

2	Groups	
3	• New condition	
4	• New condition	

This image is used as the background for group's events buttons. Events buttons are the buttons with the event number located towards the left of an event.

This image is sliced.

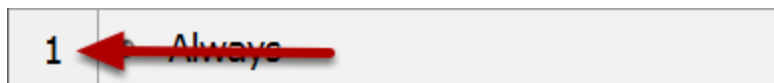
EE_EventButtonGroupsSelected



This image is used as the background for group's events buttons when the event is selected. Events buttons are the buttons with the event number located towards the left of an event.

This image is sliced.

EE_EventButtons



This image is used as the background for event buttons. Events buttons are the buttons with the event number located towards the left of an event.

This image is sliced.

EE_EventButtonsSelected



This image is used as the background for event buttons when a non-group event is selected. Events buttons are the buttons with the event number located towards the left of an event.

This image is sliced.

XABLE ENTERPRISES

EE_Events



This image is used as the background for non-group events.

This image is sliced.

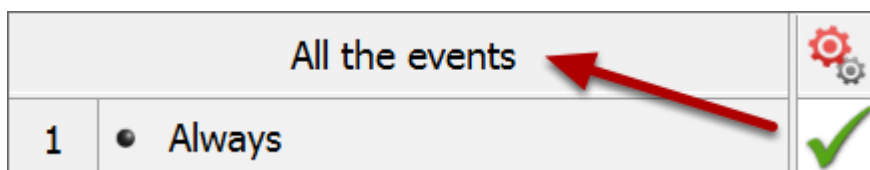
EE_EventsSelected



This image is used as the background for non-group events when an event is selected.

This image is sliced.

EE_Filter

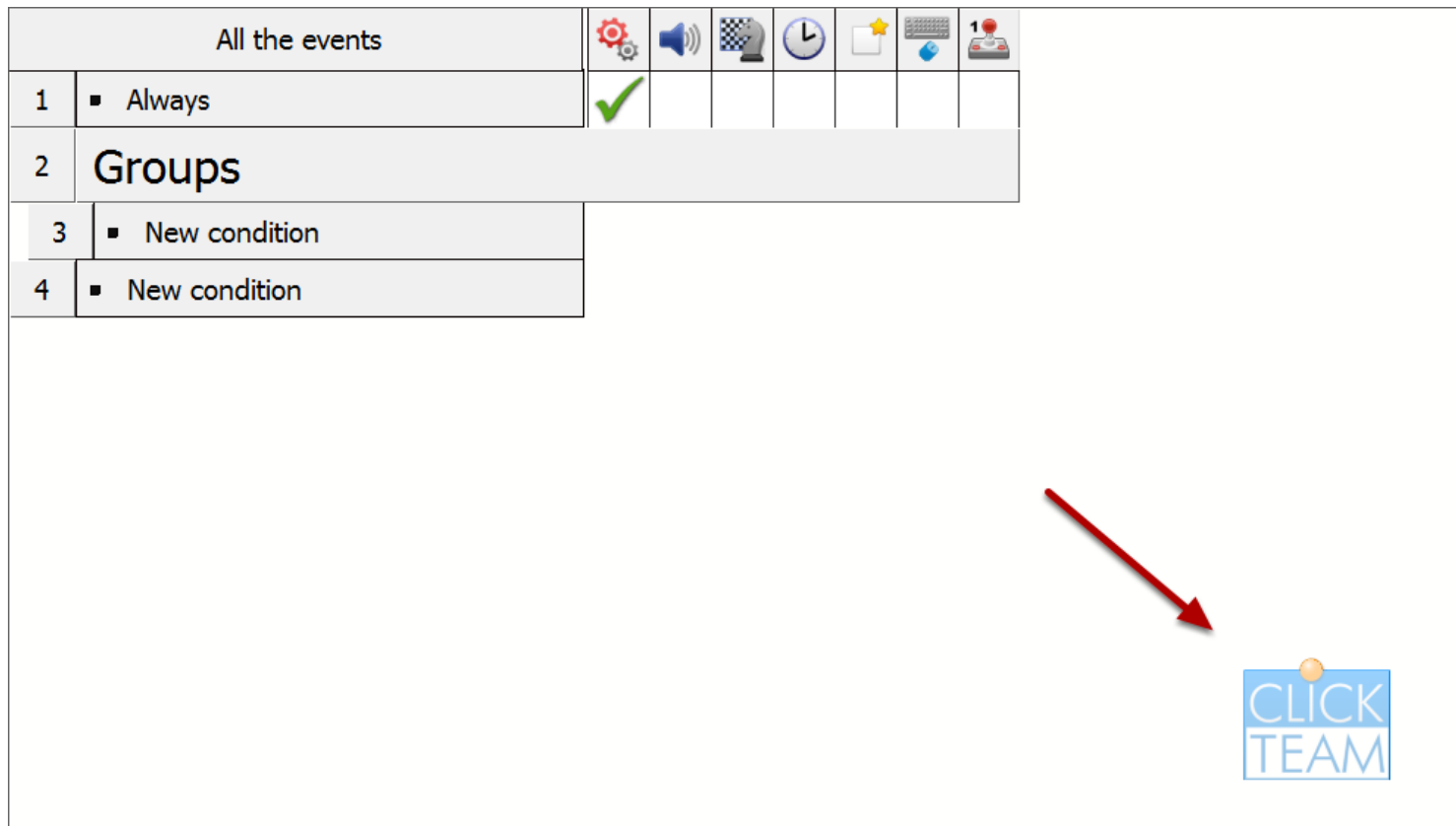


This image is used as the background for the Filter Box. The Filter Box is the top-leftmost box in the Event Editor.

This image is sliced.

XABLE ENTERPRISES

EE_Foreground



This image is placed on top of the EE_Background image. It's position can be specified in the Info.ini, as explained immediately below.

Horizontally it can be placed

- **Left** (places left most edge against the left side of the Event Editor)
- **Center** (places center of image in the horizontal center of the Event Editor)
- **Right** (places right most edge against the right side of the Event Editor)

Vertically it can be placed

- **Top** (places top most edge against the top of the Event Editor)
- **Center** (places center of image in the center of the vertical center of the Event Editor)
- **Bottom** (places right most edge against the right side of the Event Editor)

****Notes****

- You may need to add padding to the image for positioning purposes

XABLE ENTERPRISES

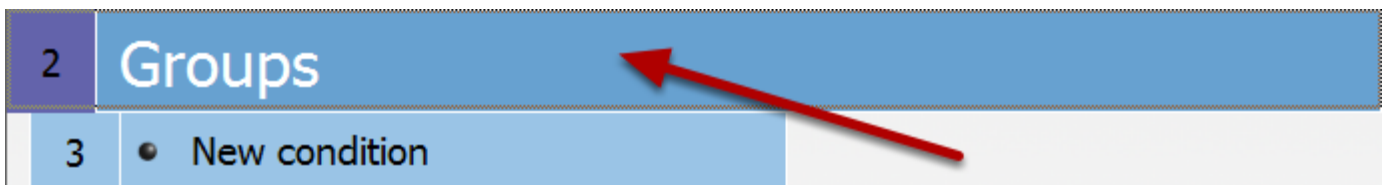
EE_Groups



This image is used as the background for all group events.

This image is sliced.

EE_GroupsSelected



This image is used as the background for group events if a group event is selected

This image is sliced.

EE_Inactivated

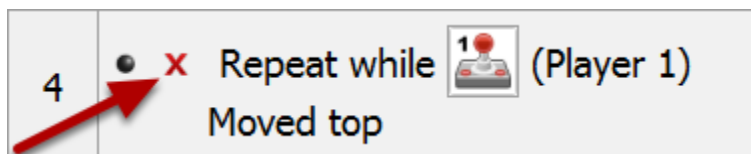


This image superimposed on top of an entire event if the event is deactivated. It is heavily recommended to use alpha channels in this image.

This image is sliced.

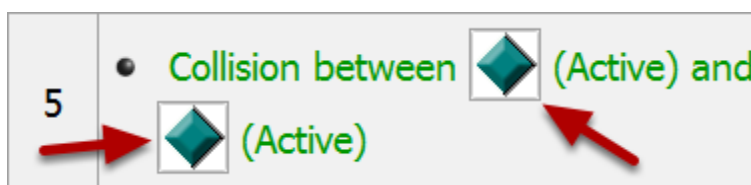
XABLE ENTERPRISES

EE_Negation



This image is used for the negation symbol when events are negated.

EE_ObjectEvents



This image is used as the background for objects when their icon are used in conditions.

****Notes****

- This image is not used if Object Icons are disabled in the Event Editor via the "Tools > Preferences" menu item.

EE_Objects



This image is used as the background for all columns in the Object Row in the Event Editor.

EE_ObjectsEventsSelected

This image is used as the background for objects when their icon are used in conditions if the object is selected. Currently has no effect as of build b284.10.

XABLE ENTERPRISES

EE_ObjectsSelected



This image is used as the background for all selected columns in the Object Row in the Event Editor.

EE_Plus



This image is located to the left of the every condition in an event **except the first in an event**.

EE_Remark



This image is used as the background for comments.

This image is stretched to fit.

This image is placed **behind** the comment text.

****Note****

- You may need to use alpha channels (semi-transparency) for this image to maximize comment readability

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EE_Shade

All the events									
1	• Never	✓							
2	• Always + Always	✓							
3	My Comments								
4	Groups								
5	• Repeat while (Player 1) Moved top								
6	• Collision between (Active) and (Active)								
7	• New condition								
8	• New condition								

This image is superimposed on a row and column when the mouse hovers above a specific action.

This image is sliced over each previously mentioned skin element (*except for comments*).

Common EE_Objects



These images are used as the icons for the default system objects. These names for each object are, from left to right:

1. EE_System

2. EE_Speaker
3. EE_Storyboard
4. EE_Create
5. EE_Keyboard
6. EE_Player1
7. EE_Player2
8. EE_Player3
9. EE_Player4

EE_Folder



This image is used as the folder icon for closed Event Editor Folders

EE_FolderOpen



This image is used as the opening brace for open Event Editor Folders

EE_FolderClose



This image is used as the closing brace for open Event Editor Folders

EE_FolderPrevious



This image is used as the previous/parent folder icon in the Event Editor

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EE_Import



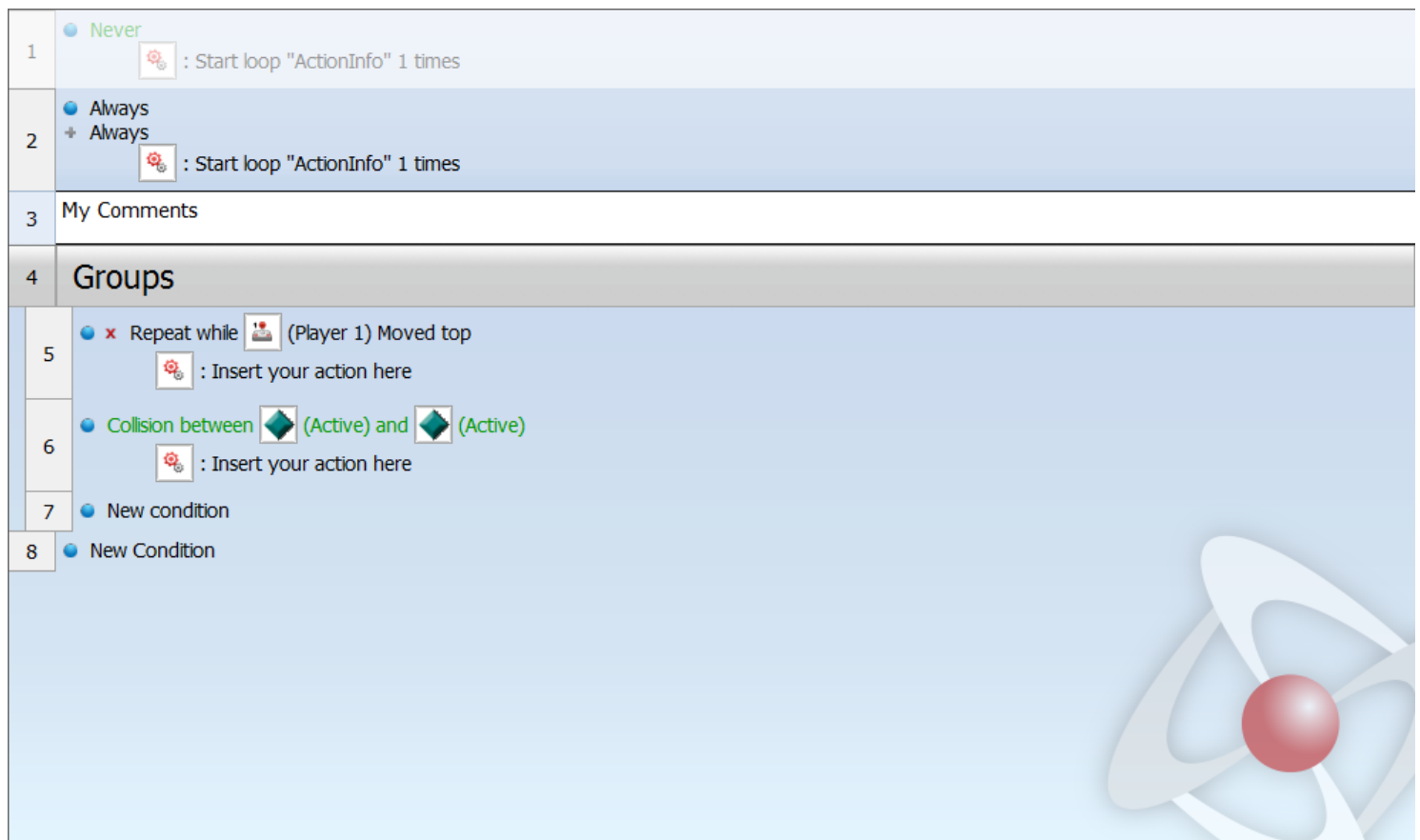
This image is used as the Import Icon in the Event Editor

Event List Editor

Skinning the Event List Editor

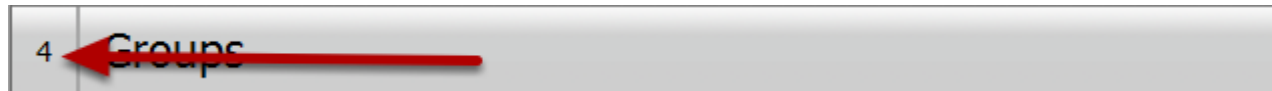
This lesson gives a description over each customizable skin element in the Event List Editor, an image of said element, and any special properties of the element. These affect **any** Event List Editor, including the *Global* Event List Editor and *Behaviour* Event List Editor.

EL_Background



This image is used at the background for the Event List Editor.

EL_EventButtonGroups



This image is used as the background for group event buttons the Event List Editor.

This image is sliced.

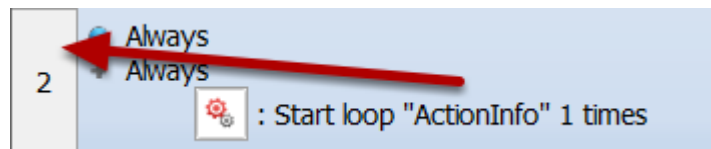
EL_EventButtonGroupsSelected



This image is used as the background for group event buttons in the Event List Editor when the group is selected.

This image is sliced.

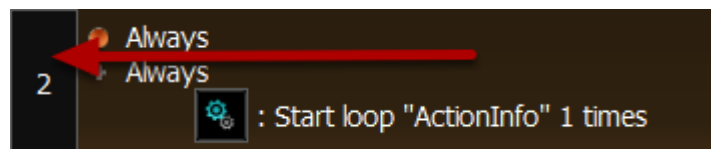
EL_EventButtons



This image is used as the background for non-group event buttons in the Event List Editor.

This image is sliced

EL_EventButtonsSelected

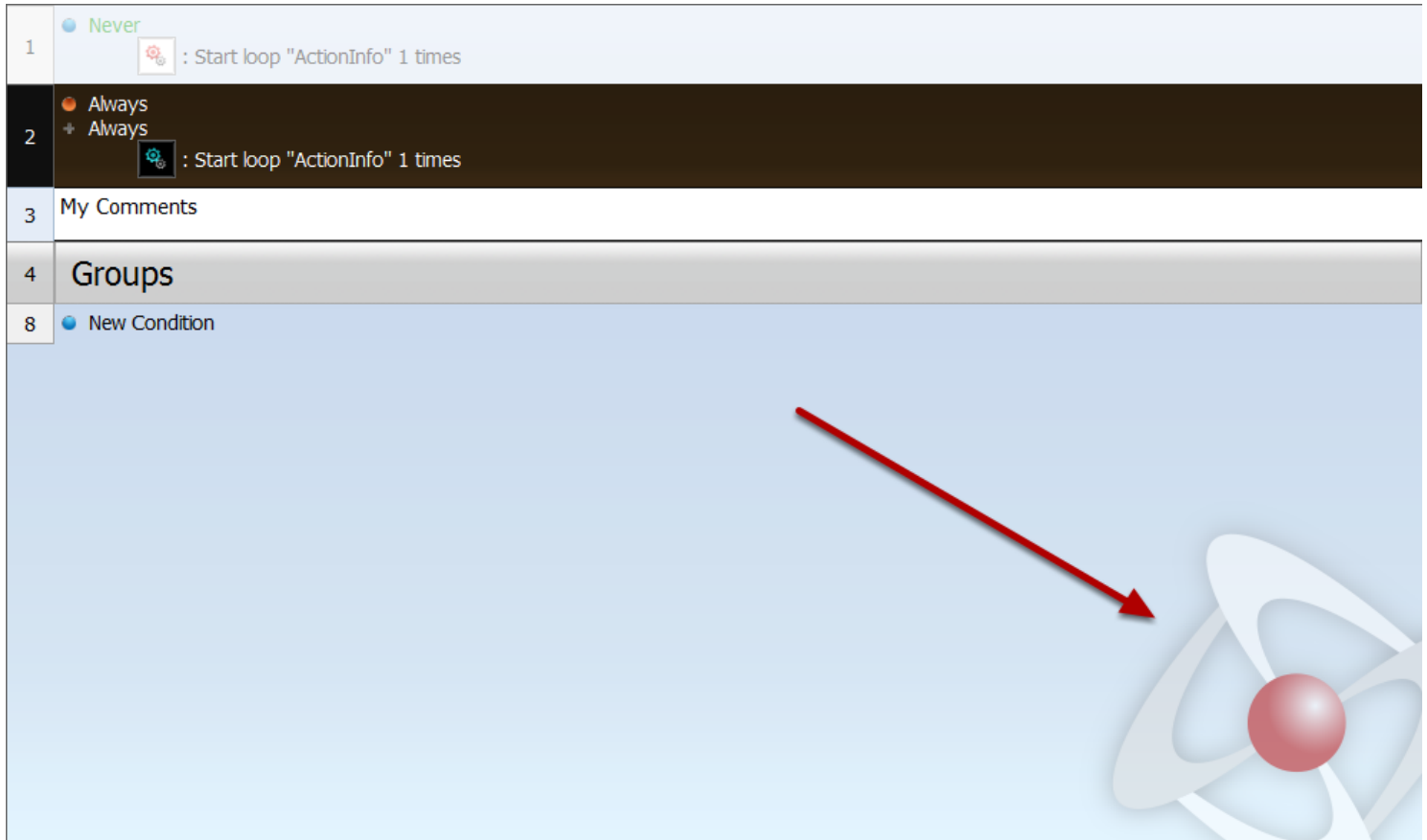


This image is used as the background for non-group event buttons in the Event List Editor when the event is selected.

XABLE ENTERPRISES

This image is sliced.

EL_Foreground



This image is placed on top of the EL_Background image. It's position can be specified in the Info.ini, as explained immediately below

Horizontally it can be placed

- **Left** (places left most edge against the left side of the Event List Editor)
- **Center** (places center of image in the horizontal center of the Event List Editor)
- **Right** (places right most edge against the right side of the Event List Editor)

Vertically it can be placed

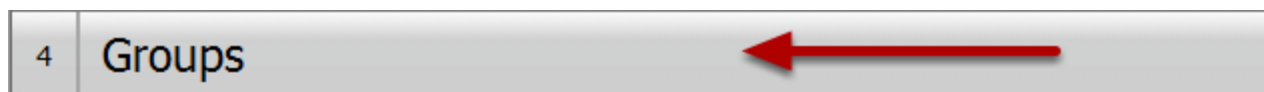
- **Top** (places top most edge against the top of the Event List Editor)
- **Center** (places center of image in the center of the vertical center of the Event List Editor)
- **Bottom** (places right most edge against the right side of the Event List Editor)

XABLE ENTERPRISES

****Notes****

- You may need to add padding to the image for positioning purposes

EL_Groups



This image is used as the background for groups in the Event List Editor.

This image is sliced.

EL_GroupsSelected



This image is used as the background for selected groups in the Event List Editor.









This image is sliced.


Storyboard Editor

Skinning Storyboard Editor

This lesson gives a description over each customizable skin element in the Storyboard Editor, an image of said element, and any special properties of the element.

STB_Background









No.	Thumbnail	Comments
1		<div>Title : Frame 1</div> <div>Password :</div> <div>   640 by 480</div>
2		<div>Title : Frame 2</div> <div>Password :</div> <div>   640 by 480</div>
3	More...	



This image is used as the background for the Storyboard Editor.

XABLE ENTERPRISES

STB_Buttons

No.	Thumbnail	Comments
1		Title : Frame 1 Password :    640 by 480
2		Title : Frame 2 Password :    640 by 480
3	More...	



This image is used as the background for all buttons in the Storyboard Editor.

This image is sliced.

STB_FadeIn



This image is the image of the "Fade In" icon when a frame **does not begin** with a Frame Transition.

STB_FadeInSelected



This image is the image of the "Fade In" icon when a frame **begins** with a Frame Transition.

STB_FadeOut











This image is the image of the "Fade Out" icon when a frame **does not end** with a Frame Transition.



STB_FadeOutSelected



This image is the image of the "Fade Out" icon when a frame **ends** with a Frame Transition.

STB_Foreground

No.	Thumbnail	Comments
1		Title : Frame 1 Password :    640 by 480
2		Title : Frame 2 Password :    640 by 480
3	More...	

This image is placed on top of the STB_Background image. It's position can be specified in the Info.ini, as explained immediately below

Horizontally it can be placed

- **Left** (places left most edge against the left side of the Storyboard Editor)
- **Center** (places center of image in the horizontal center of the Storyboard Editor)
- **Right** (places right most edge against the right side of the Storyboard Editor)

Vertically it can be placed

- **Top** (places top most edge against the top of the Storyboard Editor)
- **Center** (places center of image in the center of the vertical center of the Storyboard Editor)
- **Bottom** (places right most edge against the right side of the Storyboard Editor)

****Notes****

- **You may need to add padding to the image for positioning purposes**

STB_Framesize



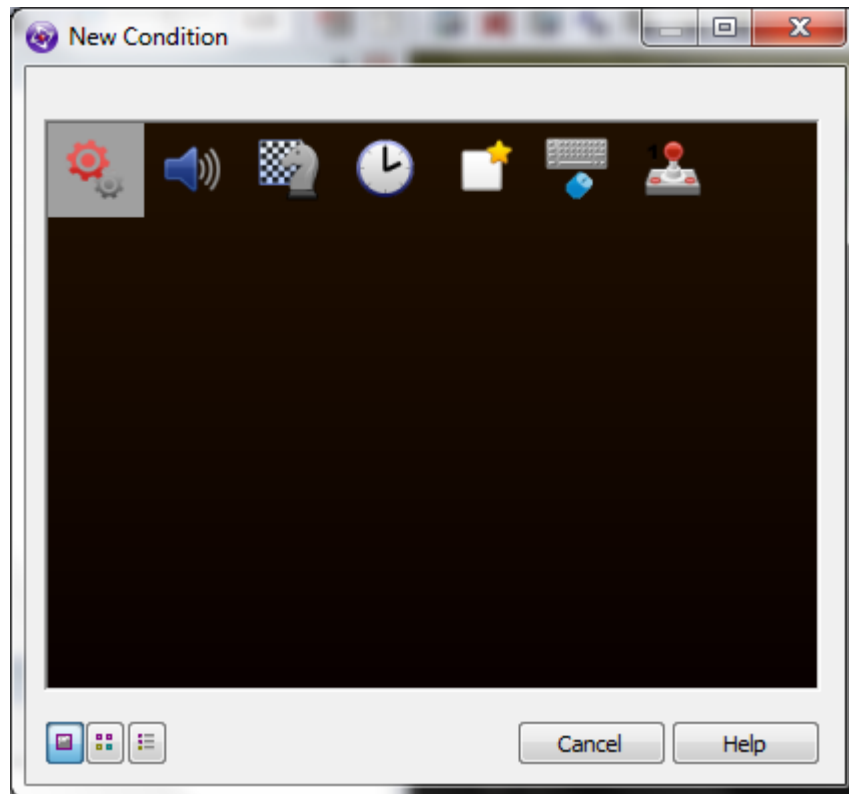
This image is used as the icon for the size of a frame.

Object Box

Skining Object Box

This lesson gives a description over each customizable skin element in the Object Box, an image of said element, and any special properties of the element.

OBX_Background



This image is used as the background for the Object Box in the Behaviour Editor, Event Editor, Expression Editor, Event List Editor, and Global Event Editor.

This image stretches to fit.

Info.ini

The Info.ini and Clickteam Fusion Skins

This lesson gives a description over each entry in the "Info.ini" file. Changing any of these values directly changes some aspect of the skin within Clickteam Fusion.

Fusion Skin

The display name of the skin in Clickteam Fusion **Value Type - String**

EE_Objects

left = Increases/Decreases width of the left portion of specified skin element **Value Type - Integer**

top = Increases/Decreases height of the top portion of specified skin element **Value Type - Integer**

right = Increases/Decreases width of the right portion of specified skin element **Value Type - Integer**

bottom = Increases/Decreases height of the bottom portion of specified skin element **Value Type - Integer**

EE_Events

left = Increases/Decreases width of the left portion of specified skin element **Value Type - Integer**

top = Increases/Decreases height of the top portion of specified skin element **Value Type - Integer**

right = Increases/Decreases width of the right portion of specified skin element **Value Type - Integer**

bottom = Increases/Decreases height of the bottom portion of specified skin element **Value Type - Integer**

EE_EventButtons

left = Increases/Decreases width of the left portion of specified skin element **Value Type - Integer**

top = Increases/Decreases height of the top portion of specified skin element **Value Type - Integer**

right = Increases/Decreases width of the right portion of specified skin element **Value Type**

XABLE ENTERPRISES

- Integer

bottom = Increases/Decreases height of the bottom portion of specified skin element Value

Type - Integer

EE_Checkmarks

left = Increases/Decreases width of the left portion of specified skin element Value Type - Integer

top = Increases/Decreases height of the top portion of specified skin element Value Type - Integer

right = Increases/Decreases width of the right portion of specified skin element Value Type - Integer

bottom = Increase/Decreases height of the bottom portion of specified skin element Value Type - Integer

EE_Filter

left = Increases/Decreases width of the left portion of specified skin element Value Type - Integer

top = Increases/Decreases height of the top portion of specified skin element Value Type - Integer

right = Increases/Decreases width of the right portion of specified skin element Value Type - Integer

bottom = Increase/Decreases height of the bottom portion of specified skin element Value Type - Integer

EE_Groups

left = Increases/Decreases width of the left portion of specified skin element Value Type - Integer

top = Increases/Decreases height of the top portion of specified skin element Value Type - Integer

right = Increases/Decreases width of the right portion of specified skin element Value Type - Integer

bottom = Increases/Decreases height of the bottom portion of specified skin element Value Type - Integer

EE_Remarks

left = Increases/Decreases width of the left portion of specified skin element Value Type - Integer

top = Increases/Decreases height of the top portion of specified skin element Value Type -

XABLE ENTERPRISES

Integer

right = Increases/Decreases width of the right portion of specified skin element Value Type - Integer

bottom = Increases/Decreases height of the bottom portion of specified skin element Value Type - Integer

EL_EventButtons

left = Increases/Decreases width of the left portion of specified skin element Value Type - Integer

top = Increases/Decreases height of the top portion of specified skin element Value Type - Integer

right = Increases/Decreases width of the right portion of specified skin element Value Type - Integer

bottom = Increases/Decreases height of the bottom portion of specified skin element Value Type - Integer

EL_EventButtonGroups

left = Increases/Decreases width of the left portion of specified skin element Value Type - Integer

top = Increases/Decreases height of the top portion of specified skin element Value Type - Integer

right = Increases/Decreases width of the right portion of specified skin element Value Type - Integer

bottom = Increases/Decreases height of the bottom portion of specified skin element Value Type - Integer

EL_Groups

left = Increases/Decreases width of the left portion of specified skin element Value Type - Integer

top = Increases/Decreases height of the top portion of specified skin element Value Type - Integer

right = Increases/Decreases width of the right portion of specified skin element Value Type - Integer

bottom = Increases/Decreases height of the bottom portion of specified skin element Value Type - Integer

XABLE ENTERPRISES

EL_Remarks

left = Increases/Decreases width of the left portion of specified skin element **Value Type - Integer**

top = Increases/Decreases height of the top portion of specified skin element **Value Type - Integer**

right = Increases/Decreases width of the right portion of specified skin element **Value Type - Integer**

bottom = Increases/Decreases height of the bottom portion of specified skin element **Value Type - Integer**

STB_Buttons

left = Increases/Decreases width of the left portion of specified skin element **Value Type - Integer**

top = Increases/Decreases height of the top portion of specified skin element **Value Type - Integer**

right = Increases/Decreases width of the right portion of specified skin element **Value Type - Integer**

bottom = Increases/Decreases height of the bottom portion of specified skin element **Value Type - Integer**

EE_Font

name = "Default" or Font Name for Event Editor **Value Type - String**

color = RGB value of font **Value Type - Color RGB (Red Value, Green Value, Blue Value)**

colorSelected = RGB value of selected font **Value Type - Color RGB (Red Value, Green Value, Blue Value)**

colorTrueEventOK = RGB value of immediate conditions **Value Type - Color RGB (Red Value, Green Value, Blue Value)**

colorTrueEventOKSelected = RGB value of selected immediate conditions **Value Type - Color RGB (Red Value, Green Value, Blue Value)**

colorTrueEventBad = **Unknown**

colorTrueEventBadSelected = **Unknown**

colorOr = RGB value of 'Or' conditions **Value Type - Color RGB (Red Value, Green Value, Blue Value)**

colorButton = RGB value of font for event buttons **Value Type - Color RGB (Red Value, Green Value, Blue Value)**

colorButtonSelected = RGB value of font for selected event buttons **Value Type - Color RGB (Red Value, Green Value, Blue Value)**

colorGroup = RGB value of font for groups **Value Type - Color RGB (Red Value, Green Value, Blue Value)**

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colorGroupSelected = RGB value of font for selected groups Value Type - Color RGB (Red Value, Green Value, Blue Value)
colorGroupInactive = RGB value of font for deactivated groups Value Type - Color RGB (Red Value, Green Value, Blue Value)
colorGroupInactiveSelected = RGB value of font for selected deactivated groups Value Type - Color RGB (Red Value, Green Value, Blue Value)
colorButtonGroup = RGB value of font for group buttons Value Type - Color RGB (Red Value, Green Value, Blue Value)
colorButtonGroupSelected = RGB value of font for selected group buttons Value Type - Color RGB (Red Value, Green Value, Blue Value)
colorFilter = RGB value of font for Filter Box Value Type - Color RGB (Red Value, Green Value, Blue Value)
aiFontName = "Default" or Font Name for Action Info tooltips Value Type - String
aiFontColor = RGB value of font for Action Info tooltips Value Type - Color RGB - (Red Value, Green Value, Blue Value)

STB_Font

color = RGB value of font Value Type - Color RGB - (Red Value, Green Value, Blue Value)
colorButton = RGB value of font for storyboard buttons Value Type - Color RGB - (Red Value, Green Value, Blue Value)
colorButtonSelected = RGB value of font for selected storyboard buttons Value Type - Color RGB - (Red Value, Green Value, Blue Value)
colorFade = RGB value of font for transition text Value Type - Color RGB - (Red Value, Green Value, Blue Value)

STB_Foreground

horizontal = left | center | right (pick **one** of these options)
vertical = top | center | bottom (pick **one** of these options)

EE_Foreground

horizontal = left | center | right (pick **one** of these options)
vertical = top | center | bottom (pick **one** of these options)

EL_Foreground

horizontal = left | center | right (pick **one** of these options)
vertical = top | center | bottom (pick **one** of these options)

EE_Checkmark

stretch = 0 | 1 (pick **one** of these options)

- 0 means the checkmark icon does not stretch to fit within the available checkmark space
- 1 means the checkmark icon stretches to fit within the available checkmark space

EL_Font

name = "Default" or Font Name for Event List Editor Value Type - String

color = RGB value of font Value Type - Color RGB - (Red Value, Green Value, Blue Value)

colorSelected = RGB value of selected font Value Type - Color RGB - (Red Value, Green Value, Blue Value)

colorTrueEventOK = RGB value of immediate conditions Value Type - Color RGB - (Red Value, Green Value, Blue Value)

colorTrueEventOKSelected = RGB value of selected immediate conditions Value Type - Color RGB - (Red Value, Green Value, Blue Value)

colorTrueEventBad = Unknown

colorTrueEventBadSelected = Unknown

colorOr = RGB value of 'Or' conditions Value Type - Color RGB - (Red Value, Green Value, Blue Value)

colorButton = RGB value of font for event buttons Value Type - Color RGB - (Red Value, Green Value, Blue Value)

colorGroup = RGB value of font for groups Value Type - Color RGB - (Red Value, Green Value, Blue Value)

colorGroupInactive = RGB value of font for deactivated groups Value Type - Color RGB - (Red Value, Green Value, Blue Value)

colorButtonGroup = RGB value of font for group buttons Value Type - Color RGB - (Red Value, Green Value, Blue Value)

colorFilter = RGB value of font for Filter Box Value Type - Color RGB - (Red Value, Green Value, Blue Value)

EX_Editor

fontName = "Default" or Font Name for Expression Editor Value Type - String

fontHeight = Font Size for Expression Editor Value Type - Integer

colorExpressionOkFont = RGB value of foreground for correct syntax Value Type - Color RGB - (Red Value, Green Value, Blue Value)

colorExpressionOkBack = RGB value of background for correct syntax Value Type - Color RGB - (Red Value, Green Value, Blue Value)

colorExpressionBadFront = RGB value of foreground for incorrect syntax Value Type - Color



RGB - (Red Value, Green Value, Blue Value)

colorExpressionBadBack = RGB value of background for incorrect syntax Value Type - Color

RGB - (Red Value, Green Value, Blue Value)

STB_Editor

fontName = "Default" or Font Name for Storyboard Editor Value Type - String

colorLevelBack = Unknown

colorFadeBack = Unknown

colorLines = Unknown

OBX

mouseOverColor = Unknown

selectedColor = RGB value of background for selected objects in the Object Box Value Type - Color RGB - (Red Value, Green Value, Blue Value)

fontName = "Default" or Font Name for Object Box Value Type - String

fontHeight = Font Size for Object Box Value Type - Integer

fontColor = RGB value of font for Object Box Value Type - Color RGB - (Red Value, Green Value, Blue Value)

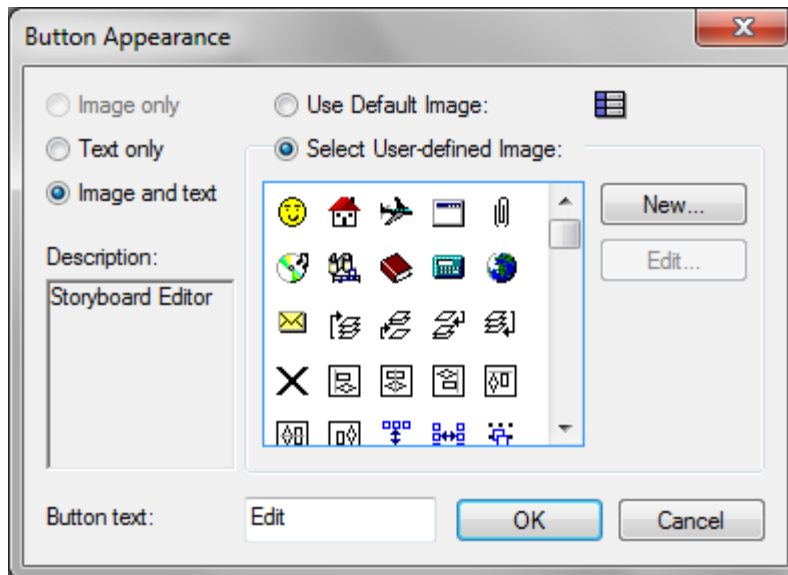
fontColorSelected = RGB value of font for selected objects in the Object Box Value Type - Color RGB - (Red Value, Green Value, Blue Value)

Conclusion

The Customizable Toolbar Buttons

This section covers how to customize individual buttons within the various toolbars. These changes **only** affect your local machine.

Final Customization - Buttons



Hopefully after reading this reference document, you will be able to skin Clickteam Fusion to fit your own preferences. Before you start making your own skins, the final element you can change in Clickteam Fusion is the appearance of buttons and images in various property menus, though these changes will stay only on your local machine. Right-click on any menu and click "Customize" > "Menu". From there, select any context menu and right click any of the menu's items. You will be able to add/remove/change the icon of this image and the text for the object. These individual icons can be changed by editing the "UserImages.bmp" file located in the root directory of Clickteam Fusion.

****Note****

- **Toolbar Button changes will be local to you own machine unless you redistribute the "UserImages.bmp" file with your skin along with the toolbar settings.**

Post Tutorial Information

Post Tutorial Information

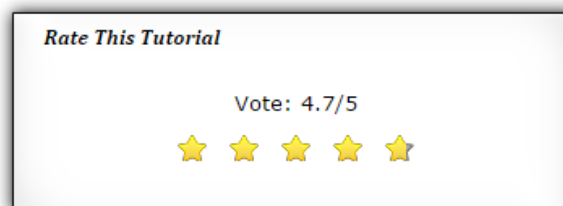
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