Unofficial WinAMP Skin Specifications
Version 1.2.1

For
Windows 95/NT

Skin Designer's Guide

Freeware

Adobe Acrobat Publication
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About this document

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History

1.0.0 (March 14, 1998)

First release. It took two days to make it, the first to collect data and the second to write the document.

1.0.1 (March 15, 1998)

Just fixed some small spelling mistakes.

1.1.0 (Mars 16, 1998)

Added more information about file-format, including viscolor.txt. Added information about hot areas on titlebars and clutterbar. Figured out were the minus sign comes from. Added this history section and made a few changes in various places.

1.2.0 (April 8, 1998)

Added more info about text.bmp, numbers.bmp and titlebar.bmp. Added info about how to use skins and were to find them. Added a few subsections, and made some small changes to the text. This is probably the last major update to this document, unless Nullsoft makes some changes to the skin-format. But please continue to send questions, comments and (if there is some info I have missed) additions.

1.2.1 (April 26, 1998)

Cleaned up the HTML-code, this makes it easier for me (Strider) to maintain the document since I use Notepad to edit it. And fixed some small errors.

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How to help improve this document

If you have something to add to this document or find an error, a spelling or grammar mistake, then tell Strider.

Thanks To

Nullsoft

For WinAMP, the best MP3 player!
Nullsoft homepage: http://www.nullsoft.com
WinAMP homepage: http://www.WinAMP.com

LAYER3.ORG

For a great MP3 site and for the link to this page.
LAYER3.ORG homepage: http://www.layer3.org

Daily updated MP3 Software

For a great page and for offering to exchange links. The latest and most complete MP3 Software archive such as players, skins, plugins, encoders, rippers, etc. Updated DAILY!
Homepage: http://mp3software.simplenet.com

Romulus

For info about the not minus sign and about text.bmp.

Shadow Elder
Brian Van Nieuwenhoven

For info about the not minus sign.

Josh Phillips

For info about the padding character in text.bmp.

Dan Stout

> Who figured out what the "It Whips The Llamas @$$" titlebar is for.

John

> For suggestions of how to improve this document.

Bill Farmer, Jr.
WingFang (Travis Mack)

> For pointing out spelling mistakes.

Lulu

> Corrected a few numbers that was wrong.

I hope I didn't forget anyone, if I did then send me an e-mail.

Introduction

With the start from version 1.8, WinAMP has a new feature, skins! Skins are a way to change the look of WinAMP without the need to make a new exe-file, as you had to do before. A skin is a quite simple but yet a powerful way to alter the way WinAMP appears.

How to use skins

To use a skin in WinAMP, just follow these three easy steps:

1. Locate your 'WinAMP/skins' directory and create a subdirectory with the same name as the skin.
2. Put all the files that belong to the skin in the new directory. Most skins are compressed with zip, so you should use WinZip or PkUnzip to decompress the files.
3. Start WinAMP (if it's already running you don't need to restart it) and press ALT+S. A window appears where you can choose skin, highlight the one you want and press Ok. If you check the checkbox (WinAMP 1.81 and later) WinAMP will automatically change skin between each song.

Where To Find Skins

You can find WinAMP skins in many places on the Internet, but one of the best is LAYER3.ORG's WinAMP mangled page. Another place is Daily updated MP3 Software.

Skin File Format

Skins are just a collection of BMP-images in a subdirectory of the 'skin' directory, one subdirectory for each skin. There is not one image for each part of WinAMP's interface, because several items are grouped into one image (e.g. all control buttons are in 'cbuttons.bmp'). You can also change the colors of the default visualization plugin. This is done with a file called *viscolor.txt*. All files are optional and if one is missing the default (original WinAMP look) will be used instead.

BMP Format

You can use any type of BMP-images (Windows or OS2, 1,4,8 or 24 bit, RLE or normal). There seems to be only one restriction; if main.bmp is a 1-bit image everything but the vis will be black & white.

The images can have any size (WinAMP doesn't crash if they have the wrong size) but I recommend you to use the standard sizes. If the image is too big, WinAMP will just use the top-left part of it; the extra pixels will just be ignored. If the image is too small, the part of it that isn't there just won't be drawn, i.e. you will see through it. Note that this is not true for main.bmp if it is too small nothing will be drawn there (not even things that normally would be drawn on top of *main.bmp*), it will contain garbage.

viscolor.txt

I think it is clearest if I show an example. r, g and b range from 0 to 255 (normal truecolor values).

```
--8<-- start viscolor.txt

r,g,b   // 0 = black (background color #1)
r,g,b   // 1 = gray (background color #2)
r,g,b   // 2 = top of spec
r,g,b   // 3
r,g,b   // 4
r,g,b   // 5
r,g,b   // 6
r,g,b   // 7
r,g,b   // 8
r,g,b   // 9
r,g,b   // 10 = mid of spec
r,g,b   // 11
r,g,b   // 12
r,g,b   // 13
r,g,b   // 14
r,g,b   // 15
r,g,b   // 16
r,g,b   // 17 = bottom of spec
r,g,b   // 18 = osc 1 (brightest)
r,g,b   // 19 = osc 2
r,g,b   // 20 = osc 3
r,g,b   // 21 = osc 4
r,g,b   // 22 = osc 5 (dimmest)

--8<-- end viscolor.txt
```
Color #0 is for the background, #1 is for the dots in the background.
Colors #2-17 are for the spectrum analyzer, the first is for the top of the bars, the last for the bottom.
Colors #18-22 are for the oscilloscope.

The Images

First some note on the words I use:

- Image = an entire BMP-image.
- Final image = the result created by WinAMP.
- Sprite = a small image within an image.
- Item = a thing that will be draw on the final image. Can be one or more sprites or a calculated image (i.e. the vis)
- Hot area = an interactive area, something happens when you click there. Items are often hot areas.

As an example I have used the AMPBASE skin. Some notes about that skin:

- This is what it looks like when used in WinAMP.
- Gray areas are not used by WinAMP.
- Pink areas are never shown (mostly overdrawn by something else).
- I may have got the two things above wrong in some places.
- Black borders belongs to the sprite.
- White borders are drawn around areas were items will be placed.
- White borders are also drawn at the edge of the main-area and the titlebars-sprites.
- Colored areas without borders are hot areas.
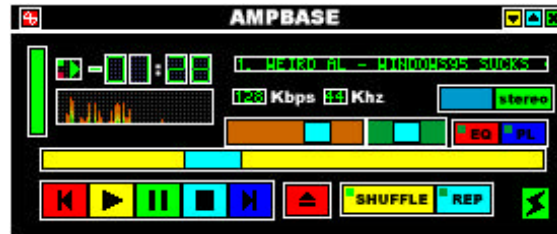
Now to the fun part... A description of all images. Some have coordinates and/or size in brackets. This usually means that the position and/or size can be either of the values. But to be safe you should use the standard value (not in brackets). In some places where I don't have enough information yet, you will see the word FIXME. If you know something about these things or find some mistake please tell me (Strider).

Name	Width	Height	Description
main.bmp	275	116	The background of WinAMP's window
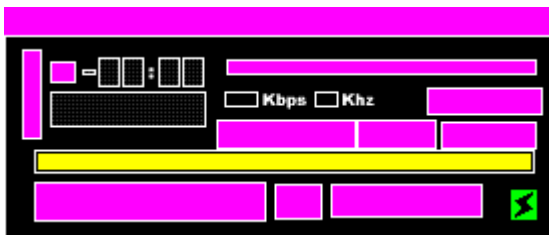
Hot Areas

X	Y	Width	Height	Description & Comments
253	91	13	15	About WinAMP

Areas Where Items Are Drawn

X	Y	Width	Height	Description & Comments
0	0	275	14	Title bar
10	22	8	43	Clutterbar (The hot area is one pixel bigger in all directions)
24	28	11	9	Play, stop and pause indicator (see playpaus.bmp for more info)
40	32	5	1	Minus sign
48	26	9	13	Minute digit

60	26	9	13	Minute digit
78	26	9	13	Second digit
90	26	9	13	Second digit
24	43	76	16	Visualization
112	27	152	6	Song Title display
111	43	15	6	Bitrate display
156	43	10	6	Sample Rate display
212	41	27(29)	12	Mono indicator (The mono sprites are 29 pixels wide, but the last two overlap with the stereo indicator)
239	41	29	12	Stereo indicator
107	57	68	12	Volume slidebar
177	57	38	13	Panning slidebar
219	58	23	13	Equalizer button
242	58	23	12	Playlist editor button
16	72	248	10	Position slidebar
16	88	114	18	Control buttons (five of them), all 23 pixels wide, but the last (to the right) which is 22. The buttons are from left: previous, play, pause, stop, next.
136	89	22	16	Load (eject?) button
164	89	46(47)	15	Shuffle button (The sprites are 47 pixels wide and overlap with the repeat button (*))
210	89	28	15	Repeat button (*)

(*) The shuffle and repeat buttons overlap and the last button that was pushed are drawn on top of the other. The overlap belongs to repeat when you click it.

Name	Width	Height	Description
titlebar.bmp	344	87	The titlebars and clutterbar
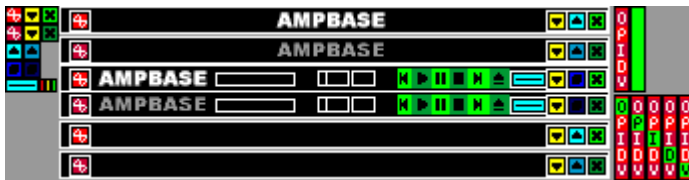
Sprites

X	Y	Width	Height	Description & Comments
0	0	9	9	Option button
0	9	9	9	Option button pushed
9	0	9	9	Minimize button
9	9	9	9	Minimize button pushed
18	0	9	9	Close button
18	9	9	9	Close button pushed
0	18	9	9	Shade button
9	18	9	9	Shade button pushed
0	27	9	9	Unshade button
9	27	9	9	Unshade button pushed
0	36	17	7	Shade mode position slidebar
17	36	3	7	Shade mode position slider left
20	36	3	7	Shade mode position slider middle
23	36	3	7	Shade mode position slider right
27	0	275	14	Titlebar
27	15	275	14	Titlebar dimmed
27	29	275	14	Shade mode titlebar (*)
27	42	275	14	Shade mode titlebar dimmed (*)
27	57	275	14	Titlebar, used when WinAMP can't initialize the

				soundcard (**)
27	72	275	14	Titlebar dimmed, as above
304	0	8	43	Clutterbar showed
312	0	8	43	Clutterbar
304	44	8	43	Clutterbar O selected
312	44	8	43	Clutterbar P selected
320	44	8	43	Clutterbar I selected
328	44	8	43	Clutterbar D selected
336	44	8	43	Clutterbar V selected

(*) The lower row of the shade mode titlebar overlap with the upper row of the dimmed shade mode titlebar.
(**) I still need more info about this one.

Hot Areas On Shade Mode Titlebars (Coordinates Relative Titlebar)

X	Y	Width	Height	Description & Comments
169	2	7	10	Previous button
176	2	10	10	Play button
186	2	9	10	Pause button
195	2	9	10	Stop button
204	2	11	10	Next button
215	2	10	10	Open (eject?) button

Areas Where Items Are Drawn On Titlebars (Coordinates Relative Titlebar)

X	Y	Width	Height	Description & Comments
6	3	9	9	Option button
244	3	9	9	Minimize button
254	3	9	9	Shade button (Unshade on shade mode titlebars)
264	3	9	9	Close button

Areas Where Items Also Are Drawn On Shade Mode Titlebars (Coordinates Relative Titlebar)

X	Y	Width	Height	Description & Comments
1	2	6	8	O = options
1	10	6	8	P = preferences
1	18	6	8	I = ID3 editor
1	26	6	8	D = double size mode
1	34	6	7	V = visualization plug-in

Name	Width	Height	Description
posbar.bmp	307	10	The position Sidebar

Sprites

X	Y	Width	Height	Description & Comments
0	0	248	10	Position slidebar
248	0	29	10	Position slider
278	0	29	10	Position slider pushed

Name	Width	Height	Description
volume.bmp	68	433	The volume and panning slidebar

Sprites

X	Y	Width	Height	Description & Comments
0	n*15	68	13	Volume (*) slidebars (**)
9	n*15	38	13	Panning (*) slidebars (**)
0	422	14	11	Volume & panning slider pushed
15	422	14	11	Volume & panning slider

(*) The middle of the volume slidebar is used as panning slidbar
(**) There are 28 slidebars, the first is used for min volume and middle panning, the last for max volume and left & right panning

Name	Width	Height	Description
cbuttons.bmp	136	36	The control buttons

Sprites

X	Y	Width	Height	Description & Comments
0	0	23	18	Previous button
0	18	23	18	Previous button pushed
23	0	23	18	Play button
23	18	23	18	Play button pushed
46	0	23	18	Pause button
46	18	23	18	Pause button pushed
69	0	23	18	Stop button
69	18	23	18	Stop button pushed
92	0	22	18	Next button
92	18	22	18	Next button pushed

| 114 | 0 | 22 | 16 | Open (eject?) button |
| 114 | 16 | 22 | 16 | Open (eject?) button pushed |

Name	Width	Height	Description
shufrep.bmp	92	85	The shuffle, repeat, equalizer and playlist editor buttons
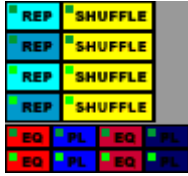
Sprites

X	Y	Width	Height	Description & Comments
0	0	28	15	Repeat button off
0	15	28	15	Repeat button off pushed
0	30	28	15	Repeat button on
0	45	28	15	Repeat button on pushed
28	0	47	15	Shuffle button (*) off
28	15	47	15	Shuffle button (*) off pushed
28	30	47	15	Shuffle button (*) on
28	45	47	15	Shuffle button (*) on pushed
0	61	23	12	Equalizer button off
46	61	23	12	Equalizer button off pushed
0	73	23	12	Equalizer button on
46	73	23	12	Equalizer button on pushed
23	61	23	12	Playlist editor button off
69	61	23	12	Playlist editor button off pushed
23	73	23	12	Playlist editor button on
69	73	23	12	Playlist editor button on pushed

(*) When drawn on the final image, the rightmost column of the shuffle
button overlaps with the leftmost column of the repeat button, the button
last pushed will be drawn on top of the other (FIXME is this right?).

Name	Width	Height	Description
playpaus.bmp	42	9	The play, pause and stop indicators

Sprites

X	Y	Width	Height	Description & Comments
0(1)	0	9(8)	9	Play indicator (overlaps with work indicator (*))
9	0	9	9	Pause indicator
18	0	9	9	Stop indicator
27	0	9(2)	9	Background (overlaps with or stop indicator (**))
36	0	3	9	Work indicator on
39	0	3	9	Work indicator off

(*) The play indicator is drawn to the right and then the work indicator to the left, so the left
column is never visible.
(**) The background is drawn to the left and then stop or pause indicator to the right, so the right
part is never visible.

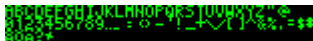| Name	Width	Height	Description
monoster.bmp	58(56)	33(24)	The mono, stereo (and HQ) indicators (2 pixels to the right is never used) (the HQ indicator is not used)

Sprites

X	Y	Width	Height	Description & Comments
0	0	29	12	Stereo indicator on
0	12	29	12	Stereo indicator off
29	0	29(27)	12	Mono indicator on (*)
29	12	29(27)	12	Mono indicator off (*)
?	?	?	?	FIXME HQ indicator on (not used in WinAMP 1.8)
?	?	?	?	FIXME HQ indicator off (not used in WinAMP 1.8)

(*) When drawn on the final image the two rightmost columns of the
 mono indicator overlaps with the two leftmost columns of the stereo
 indicator, so they are never visible.

Name	Width	Height	Description
text.bmp	155	18	The characters used in for example the song title display

Sprites

X	Y	Width	Height	Description & Comments
n*5	m*6	5	6	Characters: (*) NOTE: The rightmost part of A is used as a padding character (**)
4	0	1	6	Blank padding character (**)

(*) the characters are (in this order):

ABCDEFGHIJKLMNOPQRSTUVWXYZ"@
0123456789 _:()-'!_+√[]^&%.=$#
ÅÖÄ?*

NOTE: The two characters after '9' are dotted underline and short underline.
NOTE: The default skin has a '@' character that is 6x6 but only 5x6 is actually drawn.
(**) The 'A' character is 5x6 as all other characters but don't use the rightmost column, because is
used as a black padding character to the right of the song title, when it is shorter than the display.

Name	Width	Height	Description
numbers.bmp	99	13	The numbers and minus sign used to display time

Sprites

X	Y	Width	Height	Description & Comments
N*9	0	9	13	Ten numbers (0-9) + one empty (*)
20	6	5	1	Minus sign (the middle of number 2) (*)
9	6	5	1	Not minus sign (the middle of number 1) (*)

(*) When displaying the time left the minus sign is taken from the middle of number 2, and when
displaying the elapsed time it is taken from the middle-left of number 1.