



Volume

1

Guide to Embedding Custom Clock Modules

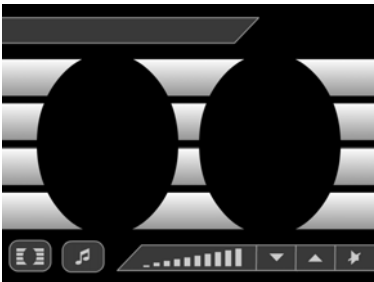
INSTRUCTION MANUAL

The Beginning.....

In order to first embed the clock modules you will need to have a base graphical design for your skin.

In fact, in general, there needs to be three required base designs, each representing a key state of the skin in Road Runner.

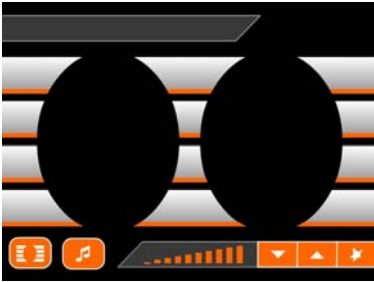
They are:



Skin_OFF



Skin_ON



Skin_DOWN

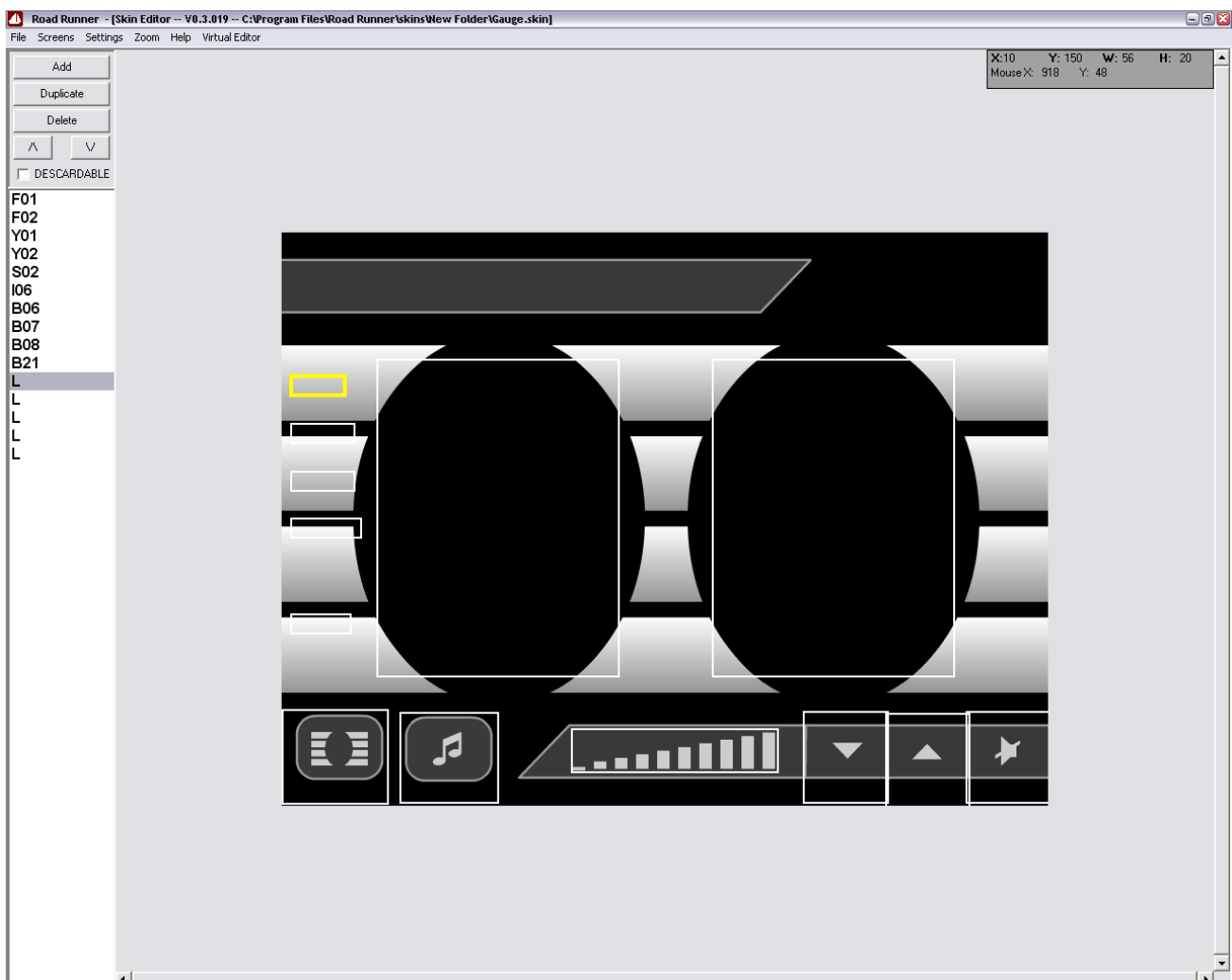
Replace the 'skin' text with the name of your skin, such as Gauge_OFF, Gauge_ON and Gauge_DOWN etc.

Once you have the basic graphical design of your skin, it is then necessary to import this into a Skin Editor such as the Skin Editor designed by ProFit which is downloadable from - <http://home.comcast.net/~cstrachn/>

This comes with detailed instructions which I will not repeat here.

Embedding Controls.

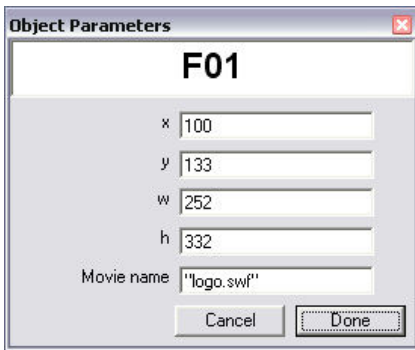
Once you are happy with the graphical design, it is time to add the controls to your skin.



With this example it is necessary to add 'LABELS' and the necessary 'FLASH' objects.

Once you have placed the necessary **FLASH** objects as described in the user manual, you will have to place the necessary **LABELS** corresponding to what parameters you would like to pass from RoadRunner to flash objects.

A typical flash object parameter dialogue box should look like:



In this example, you will have to place labels for the following:

GPSSPD – *Flash object takes this for the MPH or KPH Speed reading.*

GPSHDG – *Flash object takes this for the compass heading in degrees.*

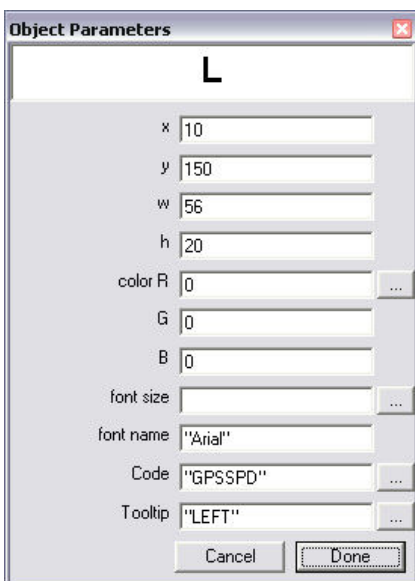
GPSSAT – *Flash object takes this to display the amount of satellites you are locked onto.*

Other parameters you may want displayed are

GPSLAT – *Display GPS Latitude*

GPSLON – *Displays GPS Longitude.*

A typical label object parameter dialogue box should look like:










Examples of where the parameters are displayed can be seen here:



Customising Clock Modules.

The main zip file contains all of the following files. Below is a table depicting the file names and their purpose/ usage.

clock_logo.png		Small clock logo
clockcolours.txt		Customisable colour file (see below)
compass_logo.png		Small compass logo
Logo mph or kph.swf		Main flash file
main_logo.png		Main front logo
small logo.psd		Small logo photoshop source file.
speedo_logo.png		Small speedo logo

Each of the PNG files can be customised to your requirement. The source for the small logo files is provided as a size guide. A large quantity of different main front logo graphics can be found on the main web site.

Customising Clock Colours.

The contents of the **clockcolours.txt** file looks similar to this :

```
&transparent=OFF&           // Sets whether clock face transparency is either ON or OFF
                             //ON OFF setting MUST be in Caps

&pulsecolour=FF0000&        // Red      -   Defines colour of pulse
&clocktextcolour=FF0000&    // Red      -   Defines colour of clock text
&clockdashcolour=FFFFFF&    // White    -   Defines colour of clock minute dashes
&clockpaneltextcolour=FFFF00& // Yellow   -   Defines colour of digital clock panel
&clockpanelbackcolour=00FF00& // Green    -   Defines colour of digital clock text

&speedocolour=FFFF00&      // Yellow   -   Defines colour of speedo text
&speedopanel=FFFFFF&       // White    -   Defines colour of digital speedo panel
&speedopaneltext=00FF00&   // Green    -   Defines colour of digital speedo text

&compasscolourN=FFFF00&    // Yellow   -   Defines colour of compass N (north) text
&compasscolour=FF0000&     // Red      -   Defines colour of compass text
&compasspanel=FFFF00&     // Yellow   -   Defines colour of compass digital panel
&compasspaneltext=00FF00&  // Green    -   Defines colour of compass digital text

&clockfacecolour=000000&    // Black    -   Defines colour of background face
&clockfacefade=FFFFFF&     // White    -   Defines colour of 2nd background face *
```

// The above entries relate to the clock face background colours.
// The white is the colour in which the main colour (black) fades too.
// Make both the values the same, so the background of the clock is a solid colour.

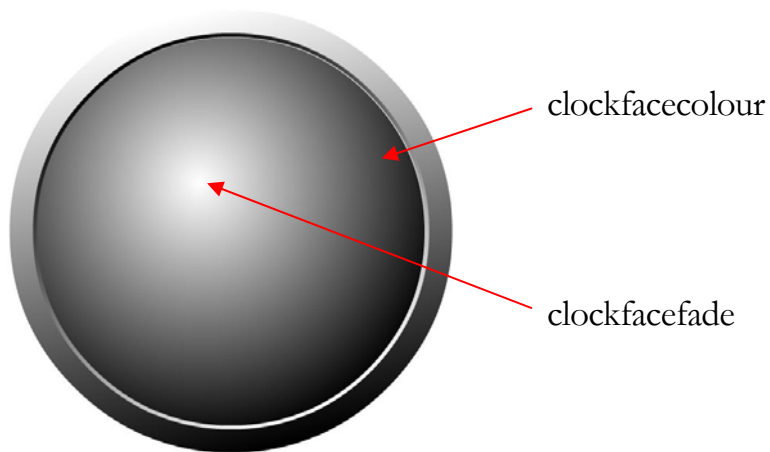
We will now break down each of the components above.

Colour Flag name	Hex RGB Value of Colour	Custom comment
&pulsecolour =	FF0000	// Red

The Hex RGB value of the colour you want to use can be found on most graphics programs such as Paintshop Pro, Adobe Photoshop etc, or this WEB site may be useful <http://www.yvg.com/twrs/RGBConverter.html>

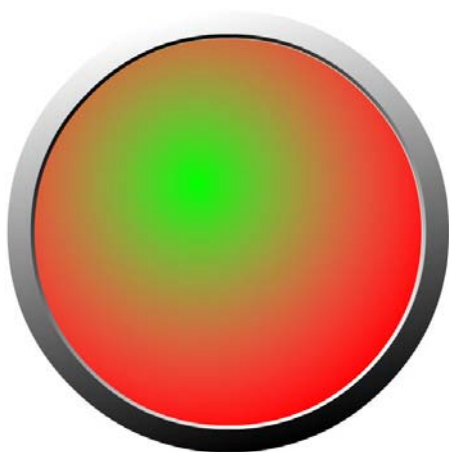
Most of the above is fairly self explanatory apart from perhaps 'clockfacecolour' & 'clockfacefade' descriptors.

The Clock background colour is made up of two parts, these are :



So the 'clockfacecolour' in the above examples is set to white and this is what the 'clockfacefade' fades into from its original colour of black.

If we were to set 'clockfacecolour' to 00FF00 (green) and 'clockfacefade' to FF0000 (red) it would look like this :



If both of the 'clockfacecolour' and 'clockfacefade' values were to be set the same, then the background would be a solid in the colour selected without the two tone faded effect.