



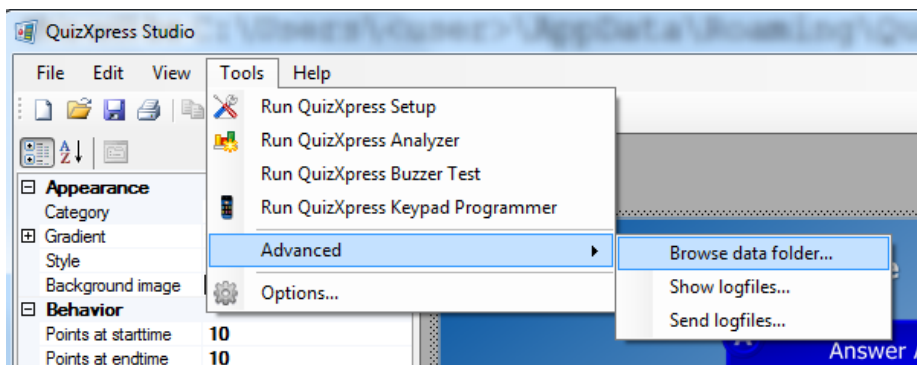
Skinning QuizXpress Live!

The look of QuizXpress Live can completely be changed to your preferences or house style by creating a custom 'skin'. This document describes how to create such a 'skin'. The tasks involved are: copying and changing the QuizXpress *skin.config* XML file, creating a new folder for your skin's artwork and creating several bitmaps using your favorite paint tool.

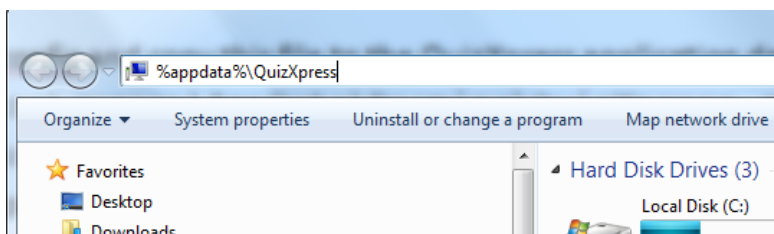
Note: creating a custom skin for QuizXpress is considered advanced QuizXpress functionality and therefore we do not provide a users interface for these tasks. If you are not familiar with the structure- and editing of XML files we advise you to contact your IT department if available.

First locate the QuizXpress installation folder. QuizXpress is usually installed under: `C:\Program Files\Game Show Crew\QuizXpress`

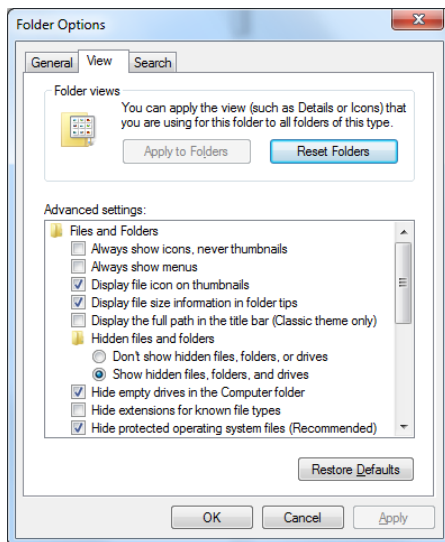
Locate the file *skin.config* and copy this file to the QuizXpress application data folder. On W7 or Vista this will be `C:\Users\\AppData\Roaming\QuizXpress`, on Windows XP this is `C:\Documents and Settings\\Application Data\QuizXpress` where `<user>` should be replaced with the username you are logged on with. This is the path where QuizXpress Live will first look for a *skin.config* file. If it does not find a *skin.config* in the data folder, it will use the default file in the installation directory. You can open a Windows Explorer on this folder from the QuizXpress Studio menu (*Tools->Advanced->Browse data folder*):



, or you can enter the string `%AppData%\QuizXpress` in the Windows Explorer address bar to get there:



Note: by default Windows may hide the application data folder and you will have to turn of the "Don't show hidden files, folders, or drives" option in Windows Explorer.



The default *skin.config* XML file looks as presented in appendix A. As you can see, the file can contain multiple skins. The current skin is selected with the line:

```
<skins selected="QuizXpress">
```

By changing the *selected* attribute we can make QuizXpress load a different skin. So let's make a skin called 'Metal'. In *skin.config* we first copy the default QuizXpress skin XML element to our new 'Metal' skin element:

```
<skin name="Metal" dir="c:\QXSkins\Metal">
  <welcomescreen fontfamily="Arial" fontsize="60" linewidth="1" linecolor="Black"
fillcolor="White" logicalstripheight="100"/>
  <signonscreen100 cubecolor="60,DarkGray" textcolor="White" txcolor1="Silver"
txcolor2="Black" snow1="QMark3d.png" snow2=""/>
  <signonscreenbuzz avatarrect="10,12,780,83" background-image="default"/>
  <quizscreen background-image="default"></quizscreen>
  <infopanel clock="default" clockcolor1="180,Silver" clockcolor2="180,Black"
numbercolor="Gray" background-image="default" points-image="default"/>
</skin>

<skin name="QuizXpress" dir="QuizXpress">
  <!-- welcome screen with video and slideshow -->
  <welcomescreen fontfamily="Arfmoochikncheez" fontsize="60" linewidth="3"
linecolor="0,42,119" fillcolor="White" logicalstripheight="100"/>
  <!-- signon screen for up to 100 Reply keypads -->
  <signonscreen100 cubecolor="60,DarkBlue" textcolor="White" txcolor1="0,82,159"
txcolor2="0,28,54" snow1="QMark3d.png" snow2="Buzzee.png"/>
  <!-- for background-image specify full path to image file, or 'default' for standard
background -->
  <signonscreenbuzz avatarrect="180,70,625,83" background-image="default" />
  <!-- the quiz screen -->
  <quizscreen background-image="default" buzzerbar-transparency="240"></quizscreen>
  <!--the pannel that appears when a buzzer event is received (on open questions) -->
  <buzzerpanel transparency="default" font-color="default" score-font-color="default"
background-color1="default" background-color2="default" background-
image="default"></buzzerpanel>
  <!-- top level info panel with clock etc-->
  <infopanel clock="quizxpress" clockcolor1="180,Green" clockcolor2="180,Red"
numbercolor="Gold" background-image="default" points-image="default" transparency="240"/>
  <!-- the final score screen -->
  <scorescreen background-image="default" show-medals="true" show-snow="true"></scorescreen>
  <!-- the screen to control scores/teams (triggered by 'E' 'R' or 'T') keys -->
  <scorecontrolscreen
  background-image="default"
  background-color1="LightSkyBlue"
  background-color2="White"
  header-color="Gold"
  header-font-color="Black"
  item-font-color="Black"
```

```

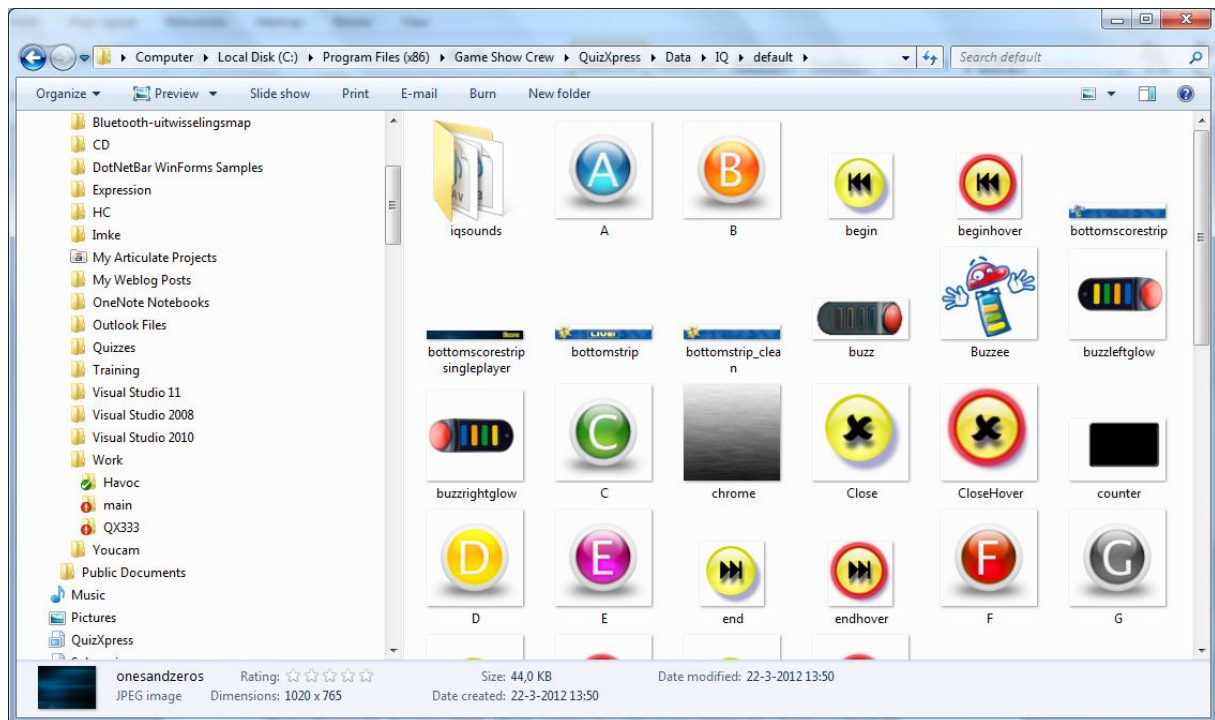
item-background-color="SteelBlue"
item-highlight-color="LightSkyBlue"
score-font-color="Black"
time-font-color="Black"
toolbar-background-color1="Black"
toolbar-background-color2="Silver"
toolbar-height="default"
button-pause="default"
button-play="default"
button-plus="default"
button-minus="default"
button-reset="default"
button-ok="default"
button-cancel="default"
/>

```

And make it the selected skin:

```
<skins selected="Metal">
```

Now we're ready to redesign the skin. First note that the <skin> xml element has a *dir* attribute. This is the path to the folder where our skin's artwork (images) will be stored. First we copy the artwork from the default QuizXpress skin folder so we have some starting point. Locate the QuizXpress skin's artwork folder: C:\Program Files (x86)\Game Show Crew\QuizXpress\Data\IQ\QuizXpress



Or C:\Program Files\Game Show Crew\QuizXpress\Data\IQ\default on 32-bit machines. This directory contains base images of the elements we can customize for our own skin (mostly the *strip* images)

Note: never alter the default skin files directly under the C:\Program Files folder. Doing so may lead to unexpected results and your changes will be lost for sure when you install a QuizXpress update.

For our new skin we're interested in changing the 'strip' elements such as the bottom strip:



So we copy all '*strip*.png' files to our custom skin directory C:\QXSkins\Metal. The following image files are used by QuizXpress for the strips on the screens:

Bottomscorestrip.png		Bottom strip on the final score screen
Bottomstrip.png		Bottom strip on the welcome screen
Bottomstrip_clean.png		Bottomstrip without the 'live' text, this is used if a custom text is configured
Signonstrip.png		Bottomstrip for 'Reply' sign-on screen
Topstrip.png		Top strip
Topstrip_clean.png		Top strip without text
Topstripsignon.png		Top strip for 'Sony' buzzer sign-on screen

We can change all of these bitmaps to our new custom look. For this example we will make a new welcome screen, so let's modify the 'bottomstrip.png' image to create a rusty 'metal' look (please ignore the esthetics of it for now):

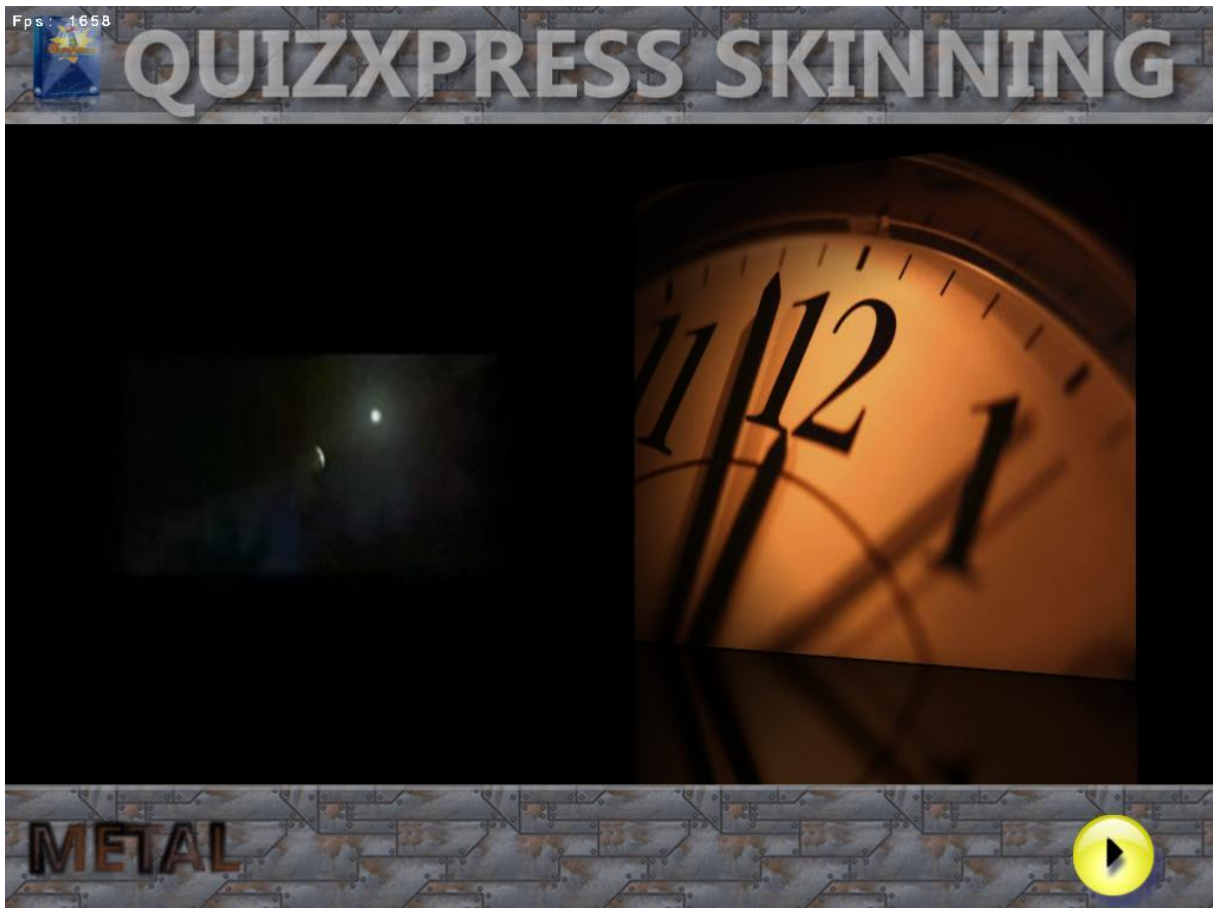
New Bottom_strip.png



And a new 'topstrip.png'



Now, if we start QuizXpress Live!, our welcome screen will look like:



You can combine this with a set of custom slideshow images (configured in QuizXpress setup) to make a fully themed welcome screen. Customizing the other bitmaps is the same process. Make sure that you keep the same size as the original bitmaps.

In similar ways we can customize other elements as well.

To make an element part of your skin, for example the start button: `start.png`, simply copy it from the 'default' folder to your skin folder and customize it to your needs with your favorite image editor. QuizXpress will first look for a graphical element in your custom skin folder and if it does not find it there it will look in the default folder.

You can also configure the fonts, colors and some of its behavior used in QuizXpress Live. This is done by changing the values in `skin.config`. The elements we can configure are:

XML Element	Description
<code><welcomescreen></code>	The welcome screen
<code><signonscreen100></code>	The 'Reply' buzzer signon screen for up to 100 buzzers
<code><signonscreenbuzz></code>	The Sony Buzz™ signonscreen
<code><quizscreen></code>	The quiz screen
<code><buzzerpanel></code>	The panel that is shown at the bottom when a user hits the buzzer (on the quizscreen)
<code><infopanel></code>	The info panel with the countdown clock at the quizscreen
<code><scorescreen></code>	The final score screen

<code><scorecontrolscreen></code>	The score control screen (invoked with the E, R, or T keys)
---	---

For example if we want a custom background image behind our quiz slides we can change the line:

```
<quizscreen background-image="default" buzzerbar-  
transparency="240"></quizscreen>
```

To

```
<quizscreen background-image="c:\QXSkin\Metal\background.png" buzzerbar-  
transparency="240"></quizscreen>
```

How values (for example color values) are encoded in the XML is explained in the default 'skin.config'). The meaning of each attribute is straightforward and can be derived from its name.

Appendix A: default skin file contents

```
<?xml version="1.0" encoding="utf-8" ?>
<!--
Skin configuration file for Quiz Show.exe
For a user defined configuration, place a (modified) copy of this file in
<ApplicationData>\QuizXpress (e.g C:\Users\<user>\AppData\Roaming\QuizXpress on W7)
Different skins can be defined, the actual can be selected with the 'selected' attribute on
the root 'skins' element
Colors can be entered in the following formats:
    Known color: "Red", "Green" etc
    RGB: "100, 120, 200"
    Alpha + RGB: "200, 10, 10, 10"
    Alpha + Known: "200, Red"
    Hex: "#7A6699"
    Alpha, Hex: "200, #7A6699"
    see http://msdn.microsoft.com/en-us/library/system.drawing.knowncolor.aspx for a list of
known colors
Images must be entered as a full path to a supported image file or "default" for the standard
images.
Rectangles are entered as "Left, Top, Width, Height"
Booleans are entered as "True" or "False"
The 'dir' attribute on the <skin> element is relative to the data installation folder:
C:\Program Files\Game Show Crew\QuizXpress\Data\IQ
if an element has attributes such as background-color1 and background-color2, this indicates
the two colors of a gradient fill (top/down)
-->
<skins selected="QuizXpress">
  <skin name="Business" dir="Business">
    <welcomescreen fontfamily="Arial" fontsize="50" linewidth="2" linecolor="Silver"
fillcolor="White" logicalstripheight="100"/>
    <signonscreen100 cubecolor="60,DarkGray" textcolor="White" txcolor1="Silver"
txcolor2="Black" snow1="" snow2=""/>
    <signonscreenbuzz avatarrect="10,12,780,83" background-image="default"/>
    <quizscreen background-image="default"></quizscreen>
    <infopanel clock="default" clockcolor1="220,White" clockcolor2="180,Black"
numbercolor="Gold" background-image="default" points-image="default"/>
  </skin>

  <skin name="default" dir="default">
    <welcomescreen fontfamily="Arial" fontsize="60" linewidth="1" linecolor="Black"
fillcolor="White" logicalstripheight="100"/>
    <signonscreen100 cubecolor="60,DarkGray" textcolor="White" txcolor1="Silver"
txcolor2="Black" snow1="QMark3d.png" snow2=""/>
    <signonscreenbuzz avatarrect="10,12,780,83" background-image="default"/>
    <quizscreen background-image="default"></quizscreen>
    <infopanel clock="default" clockcolor1="180,Silver" clockcolor2="180,Black"
numbercolor="Gray" background-image="default" points-image="default"/>
  </skin>

  <skin name="QuizXpress" dir="QuizXpress">

    <!-- welcome screen with video and slideshow,
    logicalstripheight is the vertical offset at which the 'glowing spark' will move
    fontfamily and fontsize : specify the font for custom text on top and bottom strips
    linecolor : the color of the text outline
    linewidth : the line width of the text outline
    fillcolor : font color
    -->
    <welcomescreen
      fontfamily="Arial Black"
      fontsize="45"
      linewidth="3"
      linecolor="White"
      fillcolor="#E57708"
      logicalstripheight="100"/>

    <!-- signon screen for up to 100 Reply keypads
    cubecolor : color of the squares representing the keypads
    textcolor : color of the text on the boxes
    txcolor1 :
    txcolor2 :
    snow1 : path to the first image used in the 'snow' animation
    snow2 : path to the second image used in the 'snow' animation
    -->
    <signonscreen100
```

```

    cubecolor="60,DarkBlue"
    textcolor="White"
    txcolor1="0,82,159"
    txcolor2="0,28,54"
    snow1="QMark3d.png"
    snow2="Buzzee.png"/>

<!-- signon screen for large amounts (> 100) of keypads
    background-image: optional background image (use 'default' for empty background
    bottom-strip-image: image of bottom strip
    snow: image that floats from top to bottom
-->
<signonscreencounter
    background-image="default"
    snow="default"
    counter-color="default"
/>

<!-- Buzz buzzer signon screen; for background-image specify full path to image file, or
'default' for standard background,
    layout : 'vertical' or 'circular' or 'default'. Layout for panels
    show-buzzers : 'true' or 'false'. Show or hide buzzer images on left and right of
panels
    panel-shine-opacity : opacity of the 'shine' of the panels (0-255)
    panel-background-color : color for team panels
    panel-font-color : color for text in team panels
    panel-glow-color : 'glow' color in lower part of the panel
    panel-font-dropshadow : 'true' or 'false' to indicate if font on panel has dropshadow
    panel-width : width of panel in logical units (3.5 is ~half the width of screen)
-->
<signonscreenbuzz
    avatarrect="180,70,625,83"
    background-image="default"
    layout="default"
    show-buzzers="default"
    panel-shine-opacity="default"
    panel-background-color="default"
    panel-glow-color="default"
    panel-font-color="default"
    panel-font-dropshadow="default"
    panel-width="3.5"/>

<!-- the quiz screen
    background-image : path to a static image file (png, jpg etc) or an avi video
    buzzerbar-transparency : transparency of the panel that is shown with fastest finger
    transitions : 'Random' or any of the following: 'None', 'MoveRight', 'MoveLeft',
'MoveToFront', 'PageTurnLeft', 'ScaleToZero', 'LiftAndMoveRight'
    save-scores-on-end-of-round : 'false' or 'true', when set to true, the XML scores file
will be saved on every end of round slide (Pro/Ultimate only)
-->
<quizscreen
    background-image="default"
    buzzerbar-transparency="240"
    transitions="Random"
    save-scores-on-end-of-round="false"/>

<!-- Skin of the panel that appears when a buzzer event is received
    transparency : transparency of the panel (0-255)
    score-font-color : color of the 'digital' score indication
    background-color1, background-color2 : colors of the background gradient
    background-image : full path to background image
-->
<buzzerpanel
    transparency="default"
    font-color="default"
    score-font-color="default"
    background-color1="default"
    background-color2="default"
    background-image="default"/>

<!-- top level info panel with clock etc
    clock : plate of clock, 'default' or a file containing the clock image
    clockcolor1, clockcolor2 ; color and transparency of clock overlay indication elapsed
time
    stats-panel-color1 : the left gradient color for the panel that shows the vote
statistics

```



```

    stats-panel-color2 : the right gradient color for the panel that shows the vote
statistics
    numbercolor : color of the 'digital' numbers used in the infopanel
    background-image : image to be loaded in background of panel
    points-image : full path to an image file, 'default' for the normal image or 'none' for
no image
    transparency : transparency of the panel (0-255, where 255 is solid)
    show-voting-teamnames : show teamnames that votes in infopanel
-->
<infopanel
    clock="default"
    clockcolor1="180,Green"
    clockcolor2="180,Red"
    stats-panel-color1="default"
    stats-panel-color2="default"
    numbercolor="Gold"
    background-image="default"
    points-image="default"
    transparency="240"
    show-voting-teamnames="true"/>

<!-- the final score screen
    background-image : full path to static background image or an AVI video
    show-medals : show the rotating medals left of score panels (true or false)
    show-snow : show 'snow' of rotating medals (true or false)
    hide-end-of-round-losers : ('true', 'false' or default) indicates if player dismissed in
an end-of-round action should be hidden
    panel-shine-opacity : opacity of the 'shine' of the score panels (0-255)
    panel-transparency : transparency of the score panels (0-255, "default" = 240)
    top-x-initial : the number of teams shown on the screen initially (before scrolling),
default = '3'
    panel-margin-top : top margin in % of the screen (e.g. '10')
    panel-font-color : color of the team name font ("default" = White)
    score-font-color : color of the team score font ("default" = Gold)
    panel-1-color : color for winner number 1 panel ("default" = Gold)
    panel-2-color : color for winner number 2 panel ("default" = Silver)
    panel-3-color : color for winner number 3 panel ("default" = Bronze)
    panel-x-color : color for rest of score panels (default = random color)
-->
<scorescreen
    background-image="scores.avi"
    show-medals="default"
    show-snow="false"
    hide-end-of-round-losers="default"
    panel-shine-opacity="default"
    panel-transparency="default"
    top-x-initial="default"
    panel-margin-top="default"
    panel-font-color="default"
    score-font-color="default"
    panel-1-color="default"
    panel-2-color="default"
    panel-3-color="default"
    panel-x-color="default"
/>

<!-- the screen to control scores/teams (triggered by 'E' 'R' 'T' or 'W') keys
    background-image: path to background image file
    background-color1: if no background image is specified, this indicates the top color for
the gradient
    background-color2: if no background image is specified, this indicates the bottom color
for the gradient
    header-color: background color of the list header
    header-font-color: font color for the list header
    item-font-color: color of team name text
    item-background-color: item color for enabled teams
    item-background-color-disabled: item color for disabled teams
    item-highlight-color: item color for selected team
    show-disabled-icon: boolean that indicates if an icon is shown when a team is disabled,
alternate you can use the item-background-color-disabled property
    show-selection: boolean indicating if the selected item should be highlighted
    score-font-color: color of score digits
    time-font-color: color of time digits
    autoscroll-interval: interval > 0 in seconds to autoscroll down after the interval
expires
    toolbar-background-color1: toolbar background gradient top color
    toolbar-background-color2: toolbar background gradient bottom color

```

```

toolbar-height: height of toolbar in pixels
button-pause: path to icon for pause button
button-play: path to icon for play button
button-plus: path to icon for increment points/score button
button-minus: path to icon for decrement points button
button-reset: path to icon for reset score/points button
button-ok: path to icon for ok button
button-cancel: path to icon for cancel button
-->
<scorecontrolscreen
  background-image="default"
  background-color1="LightSkyBlue"
  background-color2="White"
  header-color="Gold"
  header-font-color="Black"
  item-font-color="Black"
  item-background-color="SteelBlue"
  item-background-color-disabled="SteelBlue"
  item-highlight-color="LightSkyBlue"
  show-disabled-icon="True"
  show-selection="True"
  score-font-color="Black"
  time-font-color="Black"
  autoscroll = "False"
  autoscroll-interval = "5"
  toolbar-background-color1="Black"
  toolbar-background-color2="Silver"
  toolbar-height="default"
  button-pause="default"
  button-play="default"
  button-plus="default"
  button-minus="default"
  button-reset="default"
  button-ok="default"
  button-cancel="default"/>
</skin>
</skins>

```