

HOW-TO: MODDING

STANDARD SETTINGS: APPS

RESOLUTION



[PROJECTS] > YOUR PROJECT > YOUR MOD -> CONFIG -> RESOLUTION






IMAGE MODE: **FULLSCREEN**






IMAGE MODE: **WINDOW**



INITIAL WIDTH: **[NUM]**



INITIAL HIGHT: **[NUM]**



FIXED RESOLUTION: **[ON | OFF]**



MIN. SCALING: **[NUM]**



MAX. SCALING: **[NUM]**

IMAGE MODE: FULLSCREEN

The app opens in the entire display area.

IMAGE MODE: WINDOW

The app opens in a window. The other parameters relate to the size and behaviour of the window.

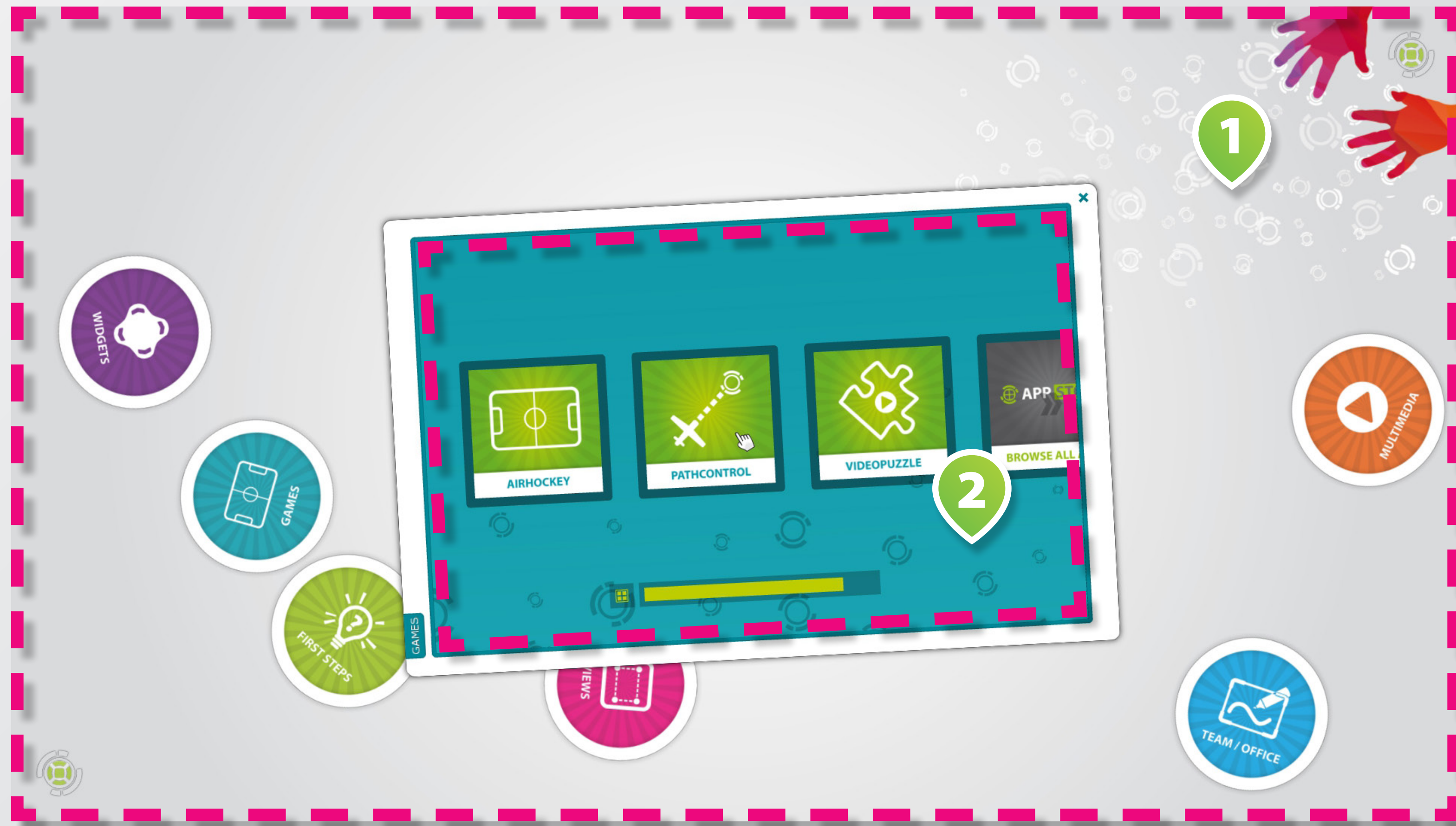
FIXED RESOLUTION: OFF

The window is scalable within the range MINIMUM and MAXIMUM SCALING in relation to its INITIAL SIZE.

WALLPAPER



STYLE > GENERAL > WALLPAPER: [FILE]



Freely selectable background graphics (wallpaper) for apps spreading across the **ENTIRE DISPLAY AREA 1** by default.

If an app opens in window mode the maximum size of the wallpaper should be equal to the **MAXIMUM SIZE OF THE WINDOW 2**.

KEYCOLORS



STYLE > GENERAL



LIGHT KEY COLOR: [COLOR]



DARK KEY COLOR: [COLOR]

So-called key colors style different elements in the desired CI. Such elements can be texts, icons or buttons, etc..

LIGHT KEY COLOR

Light color for dark backgrounds.

DARK KEY COLOR

Dark color for light backgrounds.