Skinner for Treo 680

How to convert skins/splashes from Skinner 3.x for Treo 650/700p to Skinner 4.x for Treo 680

Converting splash files

If you got a splash file for Skinner 3.x for Treo 650/700p, simply load it in the new Skinner Desktop and save it again. This will convert the splash file to work on the Treo 680. If you do not want to overwrite the original splash file, make sure to use "Save as ..." for saving the splash.

Converting skin files

The layout of the phone application in the Treo 680 is significantly different than on the Treo 650/700p. New images have come, others are gone and some have changed. Converting a skin from the Treo 650/700p to the Treo 680 will almost always require that you do some additional work and quite frankly, it often may be advisable just to start the skin from the beginning.

If you want to convert an existing skin, you can use the new Skinner Desktop software. It allows you to load Treo 650/700p skins and it tries to convert as many parts of the skin as possible. More specifically, the images supported are:
- the dialpad button (2 images)
- the dialpad button texts (24 images)
- the favorites buttons (2 images)

Because the dialpad images on the Treo 680 are heigher (54 pixels) than on the Treo 650 (46 pixels), the import will usually not be satisfactory. Same is true for the favorites buttons. In general you will want to export all bitmaps and correct them in an image editing application like PhotoShop or GIMP.

For details on using Skinner Desktop, please refer to the tutorial on how to create your own skins and splashes. For information on Skinner for Treo 680 itself, including contact/support information, please refer to the manual.pdf file that is part of this download as well.