

Scenario: Redesign of the skin system

1. Objectives

Main objectives:

- Teeworlds player should be able to **choose** and **colorize** the tee's **body, tattoo** (body pattern), **decoration, hands, feet** and **eyes**. Additionally the tattoo's **transparency** should be modifiable. The parts should be selected via a **pop-up menu**, the colors via a **color picker** (e.g. colored squares, colored hexagons, a color map) AND 3 or 4 **sliders**, which have **visual representations of their function**.
- **User generated content** should be easily addable. New tee part images should get included by saving them into a certain directory.
- At the first sight, **ingame skin appearance should not change** at all.

Secondary objectives:

- More **natural team colors**.
- All skin parts should get the **same resize parameters**.
- Reduce skin files as much as possible to **improve loading time**.

2. Area of application

The teeworlds player will have many possibilities to customize his teeworlds skin within the **Settings\Player menu**. There are two user groups: standard users (who quickly choose a skin) and customizers (who heavily customize their skin). The standard user will be able to choose a colored skin out of 16 predefined skins (users may add further skins). He does not feel the need to download further variations anymore. The customizers will get an optional advanced menu. They will enjoy creating an individual, official style skin out of numerous possible tee parts and color combinations.

3. Main functions

3.1 Choosing a skin

The user can choose a predefined skin by clicking at the white area (see screen design) or the preview tee (**your skin button**). A pop-up menu opens and shows all saved skins (*.skn) in the data\skins folder (by default it shows the 16 known skins). The chosen skin and its name will then replace the preview tee.

3.2 Customizing a skin

To customize a skin the user needs to check the **customize skin checkbox**. Then the advanced options will be shown. The tee parts of the current chosen skin will be loaded.

3.2.1 Colorizing a tee part

The user selects one or more tee parts by clicking in the **selection area**. Next the user has two possible ways to change the color of the tee part(s): A) He changes the hue, saturation and lightness sliders or B) he picks a color of the color field. The alpha slider (transparency) will only be available for the tattoo tee part. (Maybe this option will be dropped, depending on how it works). Dark colors are not allowed to be chosen.

3.2.2 Changing a tee part

By clicking at the white area or the tee part the color field and the sliders will be hidden. Instead of it a pop-up menu will be opened with all images of the corresponding directory e.g. ..\data\skin\body\. Additionally the menu of the tee parts "tattoo" and "decoration" will have an option to select no image (visualized by a big, red X).

3.3 Saving a skin

To save a custom skin, the user just has to type in a name and press the save skin button. Then a pop-up message will ask him if he really wants to create a skin file. Or he will be asked if he wants to replace the skin, if the file name already exists.

4. Data

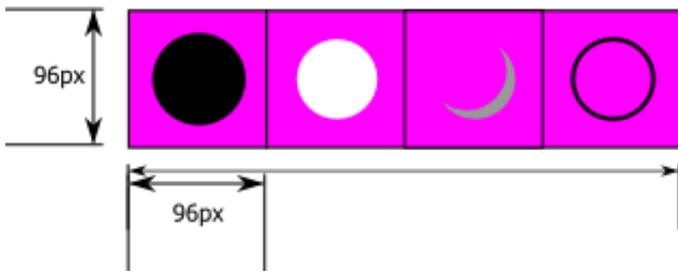
SKIN FILE

The skin file is supposed to be a text file, which contains all needed information to create a certain combination of tee parts and its colorization. The skin's name is defined by the file name e.g. the bluekitty skin is named bluekitty.skn. It contains the following variables:

x_file_name := string // is the file name in the subfolder \skins\x\
x_hue, x_sat, x_lgt, tattoo_alp := byte // contains the value of the colorization parameters

(body_file_name, body_hue, body_sat, body_lgt,
tattoo_file_name, tattoo_hue, tattoo_sat, tattoo_lgt, tattoo_alp
decoration_file_name, decoration_hue, decoration_sat, decoration_lgt,
hands_file_name, hands_hue, hands_sat, hands_lgt,
feet_file_name, feet_hue, feet_sat, feet_lgt,
eyes_file_name, eyes_hue, eyes_sat, eyes_lgt)

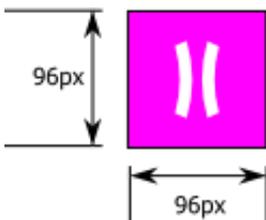
skins\body\standard.png



Needs to be discussed

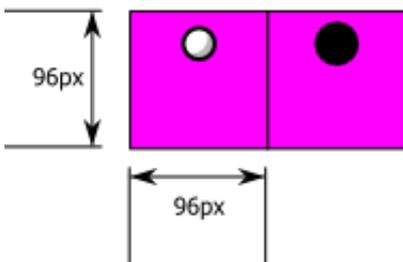
- The dimensions of the new body graphic and the rendering of the tee body depend on the colorization tool. It might be necessary that we need
- a) the black outline (which will be rendered as the utmost bottom layer)
 - b) the body (which should be able to get every possible color)
 - c) the body's shadow (might potentially merged with the body)
 - d) an upper outline (might potentially merged with the body)

skins\tattoo\stripe.png

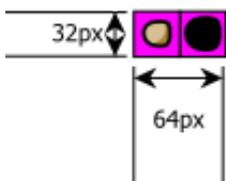


It is supposed to be the only part which can get alpha transparency

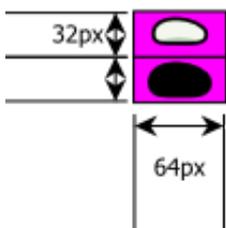
skins\decoration\onebop.png



skins\hands\standard.png

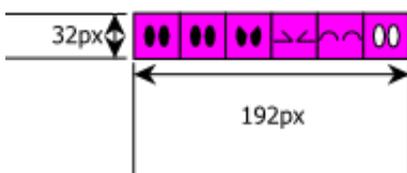


skins\feet\standard.png



Needs to be discussed

skins\feet\standard.png



button your skin:

the "your skin" field has several purposes:

- 1. it previews the player's current skin
- 2a. it previews the player's skin when customizing it
- 2b. a click at the white field opens a drop down menu with **predefined skins**.

checkbox customize skin

A click at the "customize skin" box will reveal the advanced options.

selection area

By clicking at the area the user may select select multiple tee parts for colorization. According to the standard use in OS CTRL and Shift selection should be available.

button save skin

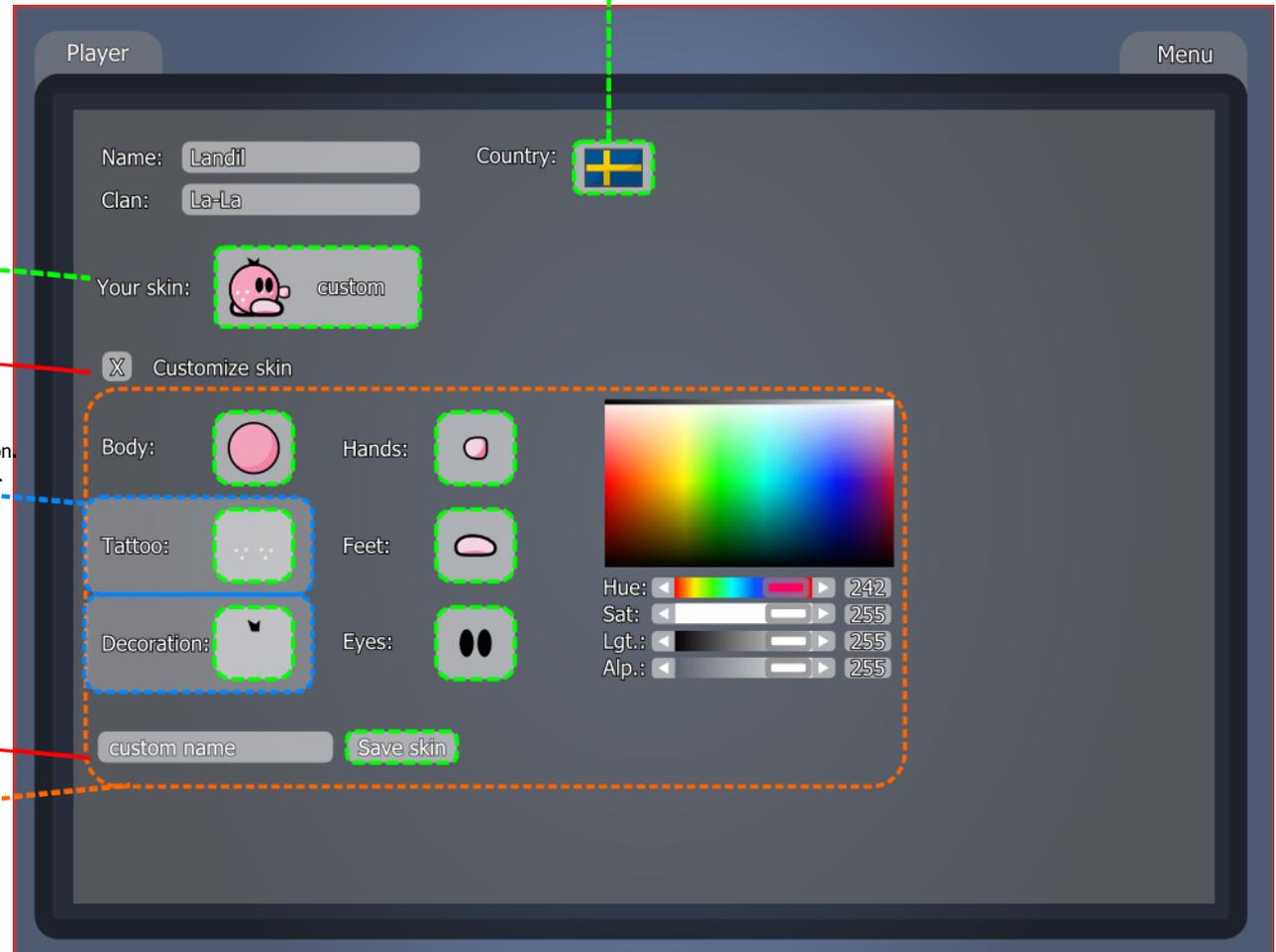
The user should be asked again if he wants to save the skin. (yes/no). Saving a skin should be optional. The user should be able to broadcast his custom skin without having to safe it. Of course only locally available tee parts are shown. Otherwise the standards will be shown.

advanced options

The advanced options will be shown when the **customize skin checkbox** is activated.

button Country:

to save a lot of space, the flag should be selected with a pop-up menu similar to the one in the 0.6.X's server browser.



Player

Menu

Name: Landil

Country: 

Clan: La-La

Your skin:  pinky

Customize skin

Body: 

Hands: 

Tattoo: 

Feet: 

Decoration: 

Eyes: 

Decoration

