

HOW-TO: MODDING

**STANDARD SETTINGS: APPS**

# RESOLUTION

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



 IMAGE MODE: **FULLSCREEN**



 IMAGE MODE: **WINDOW**

 STARTGRÖÖE BREITE: **[NUM]**

 STARTGRÖÖE HÖHE: **[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.

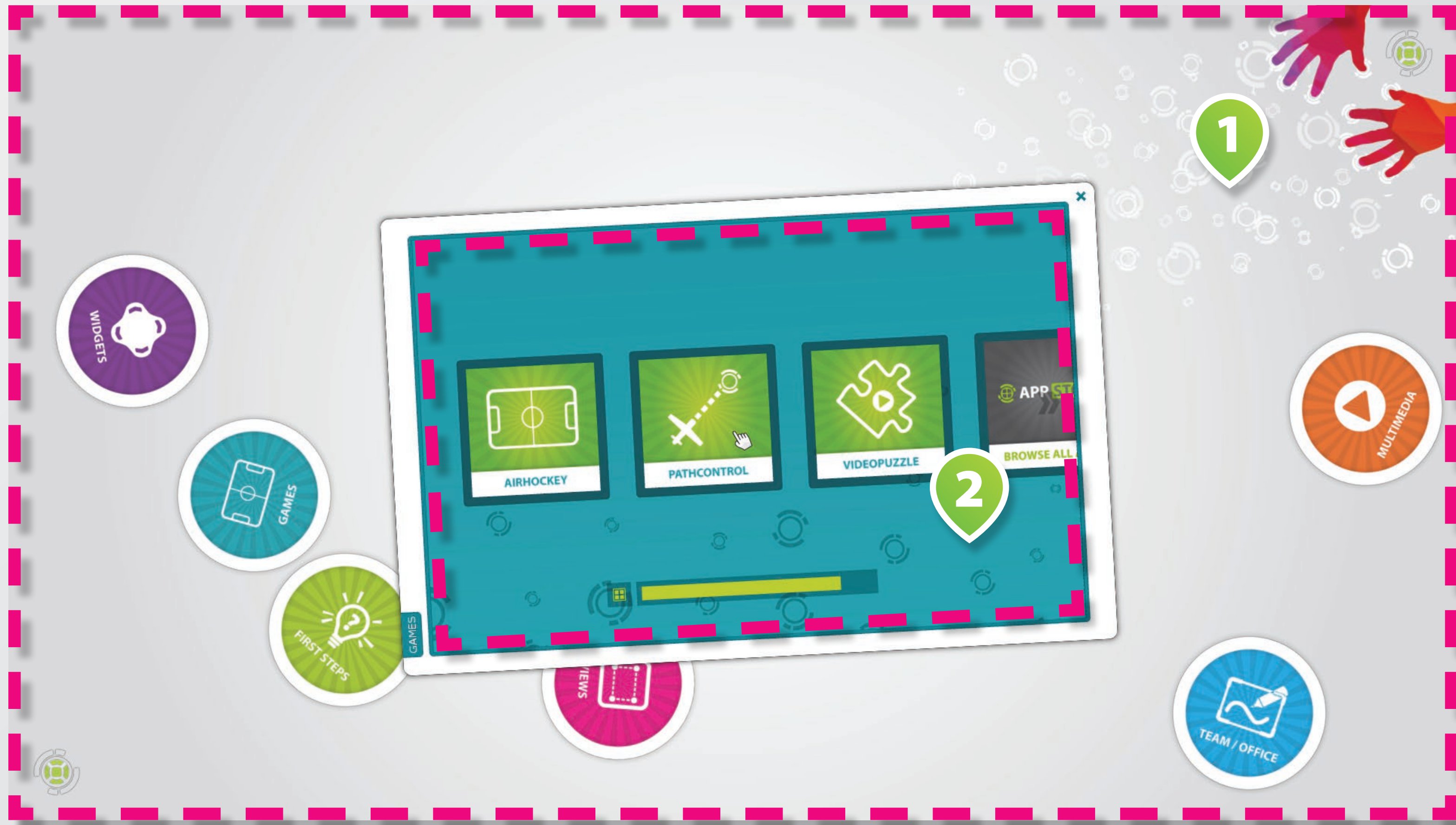
## FIXED RESOLUTION: OFF

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.