Configuration manual of „Mass Effect 3" skin by Melllin

Main Index:
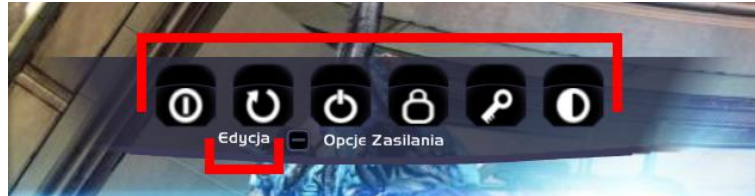
1.   Abilities Bar

Customizable icons can be found in the skins:

- Abilities/Abilites.ini
- CPU/CPU 1-5cores.ini

You can customize icons in these skins however you want. To create your own icon you need:

- Link to application/folder/file/website (e.g.: "C:\Program Files (x86)\Origin\Origin.exe")
- Image of icon in format .png, .jpg, .bmp, .gif, .tif or .ico in size 30x30
- Name, with will be show

Image should be placed in the same folder as the (e.g.: for Abilites, My documents/Skins/Mass Effect 3/ abilities). Next we should open skin with the Rainmeter and click „Edit". It should open file „List.ini" It this file we just take care of what is under the [Variables], which are 1Img= 1Text= 1Action= and so on. In quotes after 1Img= we write name of the image with its extension (e.g.: „Origin.png"). In quotes after 1Text= we write name, with will be show. In quotes after 1Action= we write link to application/folder/file/website. We should repeat this for all numbers in file, after that save the changes and refresh the skin.
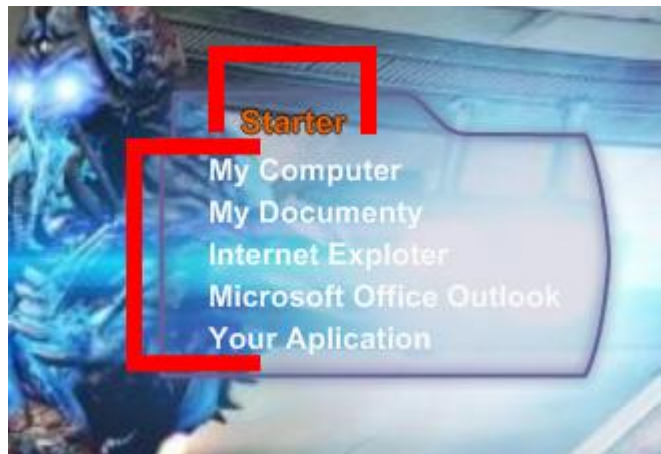
2.   Launcher Menu

"Launcher" menu works similar to „Abilites", with a difference, that does not have icons, only the subtitles. To create your own element in menu we open one of those skins:

- Launcher/Left Launcher.ini
- Launcher2/launcher.ini

To create your own element you need:

- Link to application/folder/file/website (e.g.: "C:\Program Files (x86)\Origin\Origin.exe")
- Name, with will be show

First we should open skin with the Rainmeter and click „Launcher". It should open file "Variables.inc" (this means general skin options). It this file we just take care of App1Name=, App1Name= and so on. In quotes after App1Name = we write name, with will be show. In quotes after App1Name= we write
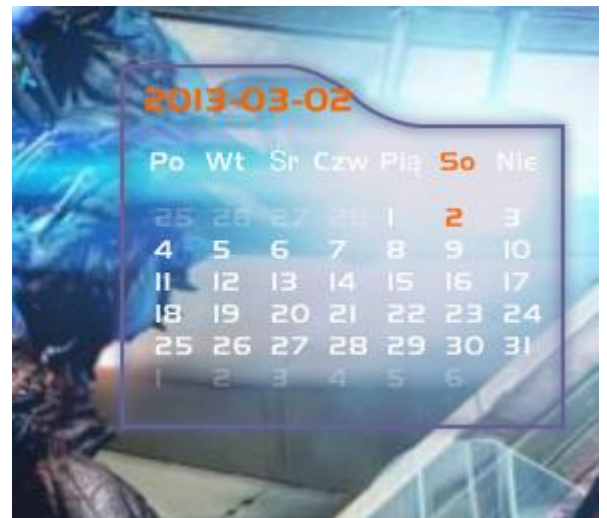
link to application/folder/file/website. We should repeat this for all numbers in file (1-5), after that save the changes and refresh the skin.

This skin fits the size of the left and right sidebar.

3.   Calendar

In view of skins Calendar/Monday.ini we can change just one aspect: First day of the week (Monday and Sunday). To do this we need to enter into skins general options. It this file we just take care of MondayIsFirst= To change from Monday (default) on Sunday, change MondayIsFirst=1 on MondayIsFirst=0. After that save the changes and refresh the skin.

This skin fits the size of the left and right sidebar.

4.   Skin Color

Skin Colors/Colors.ini allows us to modify colors of hole skin. To do it we open this skin and we should see four items:

1. Edit RGB
2. Main
3. Font
4. Font 2

When we click on the last 3, in their place, we should see a series of squares. We should click on one in a color that suits us. After that we refresh the skin.

First element is used to change the color of appearing squares (in next 3). Clicking on it should open file "Colors.ini". It this file we just take care of SC1= to SC13= (change other items at your own risk). As the value of SC#= we enter the RGB color code you want to get (e.g.: 45,83,178). After that save the changes and refresh the skin.

This skin fits the size of the left and right sidebar.

5.   Countdown

Countdown skin serves, as the name suggests, as a countdown to an event. This skin is available in two variants:

- Countdown/Countdown left.ini
- Countdown/Countdown right.ini

To change an event, click on the „Edycja". It should open file "Timer.txt". We have a variety of items available there:

- ❖ Name="x" We should type here name of the event instead of x.
- ❖ AfterReleaseText="y" We have to write instead of y title that appears at the end of the countdown.
- ❖ toXXXXX=#:
  - ➢ toYear=# We must enter the year of the events.
  - ➢ toMonth=# We must enter the month of the events.
  - ➢ toDay=# We must enter the day of the events.
  - ➢ toHour=# We must enter the hour of the events.(!UWAGA!, time should be given +1, e.g.: 13->14)
  - ➢ toMinute=# We must enter the minute of the events.
  - ➢ toSecond=# We must enter the second of the events.

After that save the changes and refresh the skin.

6.   Countdown shutdown

Language allows us to set shutdown, restart, or log off at any time. In view of skins Countdown shutdown/shutdown.ini we click „Edit", it should open file "Shutdown.ini". We have a variety of items available there:

- toYear=# We must enter the year of the events.
- toMonth=# We must enter the month of the events.
- toDay=# We must enter the day of the events.

- toHour=# We must enter the hour of the events.(!UWAGA!, time should be given +1, e.g.: 13->14)
- toMinute=# We must enter the minute of the events.
- toSecond=# We must enter the second of the events.

After that save the changes and refresh the skin.

When we refresh your skin, we should choose the action at the end of the countdown by clicking on "Shutdown". In its place will appear "Restart" and the next time we click "Hibernate" and "Logoff".

When we select an action, click the "Start", it will start action when the countdown reach to „00:00:00:00". To disable an action, we click "Stop".

 This skin fits the size of the left and right sidebar.

7.   CPU

This skin shows the temperature of the CPU (in the form of the top bar, and in degrees below) and the work of each core (works for up to 5 cores, work of the other will not be shown). In addition, the skin is provided with two skills icon bar-type.

8.   Galaxy at War – Multiplayer information

This skin shows information about our Mass Effect 3 Multiplayer account, on the basis of website http://social.bioware.com/n7hq/. The skin is divided into four areas (which can be rolled up from the bottom using the **arrow keys**):

- Headline contains our account name and I's also a link to the N7 HQ.). To change the name, we need to enter into skins general options. Then find the line Origin= and change its value to the name of our account (I suggest at the same time change the value of the field platform= on the platform we use). After that save the changes and refresh the skin.

- View of galactic war with the division into regions of the galaxy (together with the total readiness). There is as well as a number of promotions at level 20. If you press the "Hide", part of the subtitle on the map will be hidden and we will have access to a simplified version of my Galactic Map (to go back, click "Show"). In addition, if we click on the map, the relay route will be hidden first and the next systems signs (to restore the initial view, click the 3rd time).

- View of information about our N7 HQ account:
  - The time we spent on playing in multiplayer (not the whole game)
  - Matches played in multiplayer
  - Credits owned currently
  - N7 rank, and the rank of the current leader
  - View of the current operation:
    - Name
    - Date and time of beginning
    - Completed / Uncompleted
    - Current progress x/y (z%)
  - Update: in the new version of the skin rather than the view the operation is the view of challenges available, divided into 3 categories (switches by clicking on the header):
    - Main
    - Alien
    - Weapon

- The current banner and its name (to change the banner, click on "Change Banner")

To set the refresh of information on the skin, open the General Options and find the field from M00= to M55=. They are responsible for refreshing the skin every 5 minutes of each hour, we must enter as a value **0** if we want , to **refresh** information at particular minute, or **1** to **don't refresh**. After that save the changes and refresh the skin. Setting 0 in e.g.: M30= will cause that every hour, 30 minutes after the 3 programs I wrote will be launched:

- N7 HQ GaW Download.exe –Download from the N7 HQ page information on the progress of galactic warfare
- N7 HQ Main Download.exe – Download from the N7 HQ page information of our general account
- N7 HQ Rating Download.exe – Download from the N7 HQ page additional information
- N7 HQ Char Download.exe – Download from the N7 HQ page information of challenges
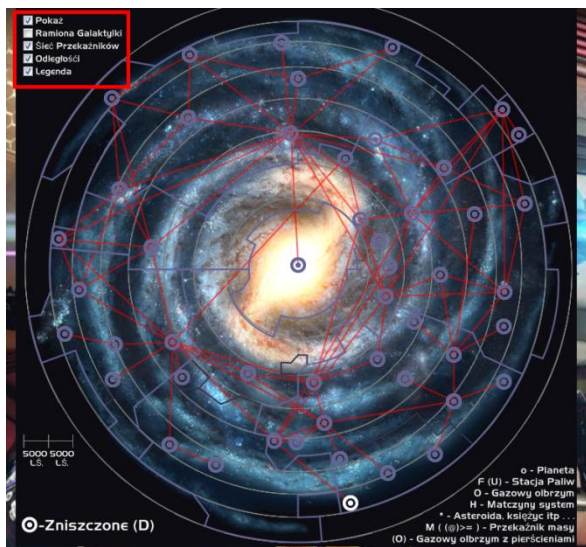
Programs are located in the same folder as the skin. Programs can be run manually, and I recommend doing so at first time (keeping the 5 seconds pause between the application).

!! Setting fields M00 to M55 itself will not!!, there will be still appearing error on the skin. **The most** important is to create the appropriate cookie with one of the following methods (depending on the Windows)(I recommend using to those steps Microsoft's Internet Explorer):

- Go to page http://social.bioware.com/n7hq/, log out of our account that we are logged in, log in again selecting the "Remember Me", set the language to English and test the programs *N7 HQ Download.exe*

- In your web browser enter the *internet options/security* and change the security level to the lowest possible. Run "*N7 HQ Downolad.exe"* program. Restore the previous level of security and test the "N7 HQ Download.exe" programs.

- In your web browser enter the internet options/privacy and change the security level to the lowest possible. Run "N7 HQ Downolad.exe" program. Restore the previous level of security and test the "N7 HQ Download.exe" programs.

- Install one of the Microsoft Visual Studio 2010 Express programs (e.g.: Microsoft Visual C# 2010 Express). Then open a new project (e.g.: in the console), enter the address http://social.bioware.com/n7hq/ and click on it while holding down the Ctrl key. This should open a web page directly in Microsoft Visual. There we should log in the same way as in first point and test the "N7 HQ Download.exe" programs (This works for me on Windows 7 x64).

9.   Galaxy Map

This skin is a compendium of the known systems, nebulas and planets. It shows us appearance of all (as seen in the game) nebulas, and the names of systems and planets. We can see also which system there, are mother systems (from which system originates a race).
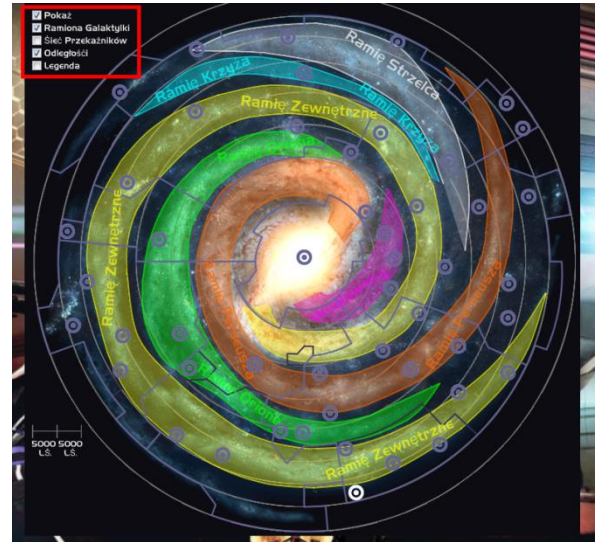
General view can be changed by adding or hiding different elements:

- Galaxy arms
- Paths of known mass relays
- Distance grid
- Legend of map symbols

To open a preview of the nebula, we click on its icon. To in view of nebula see a list of planets we move the mouse on the name of the system. To return to the view of the galaxy, click "Hide" in the upper left corner.

In addition, the skin will play in background music familiar from Galactic Map on the Normandy. We just enter in the general options and find the box MUSIC="Mapx". The value of this field should be changed to „Map", to play music when you open the skin.
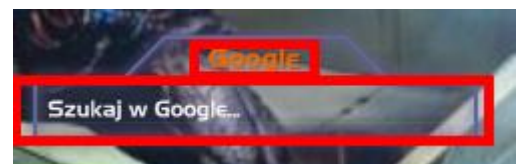
After that save the changes and refresh the skin.

10.   Google Search

This skin uses the Google search engine, and your web browser. To search for a phrase, just click on "Google Search ...", to look in other branches of Google, click on the title of the skin. We can search in:

- Google
- Google Image
- Google Play (android store)
- YouTube
- Google Translator
- Google Books

This skin fits the size of the left and right sidebar.

11.   Drive Preview

This skin shows information about our drive, free space on it, and the place occupied. Basically shows the C drive. To change

the displayed drive, go in general options and find Drive1=C: and change the value to e.g.: „D:", or „E:". When we click on the title of the skin, it will open the drive.

12.   Media Player

This skin allows you to control playback of music, videos and shows information about the currently playing. On the skin are shown following information:

- The volume of computer
- The icon, or album cover
- The title of the currently playing material
- The artist participated in the material recording (music)
- Album of the material (music)
- Year
- The number of the track (music)
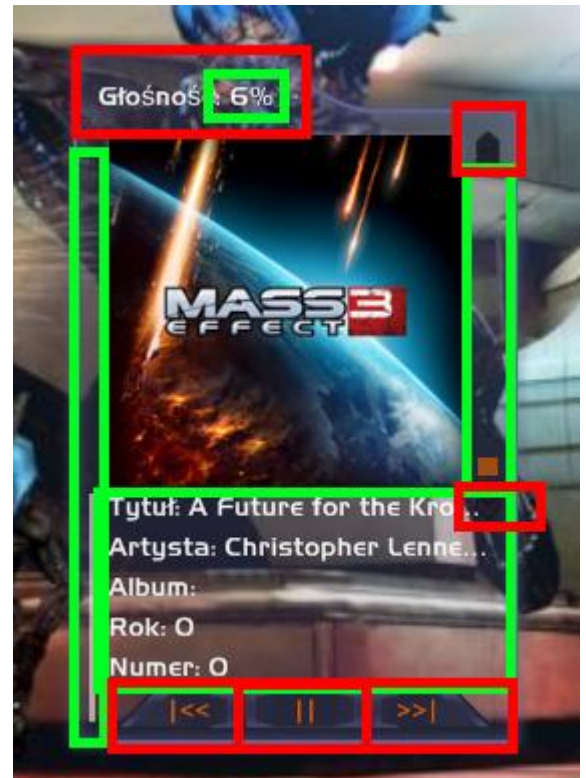- The position of the whole track (vertical bar on the left)

A starting player is Windows media player (list of compatible players is available at http://docs.rainmeter.net/manual/plugins/nowplaying#playerlist). To change the player, we must open the general options and find the entry PlayerName= and give value according to the above roster.

Skin allows you to control:

- Volume and Mute (click on "Volume: #%" to mute and clicking on the vertical arrows on the right side will increase or decrease the volume)
- playback and stopping (with the middle button at the bottom)
- Moving one position backwards or forwards in the playlist (left and right button at the bottom)
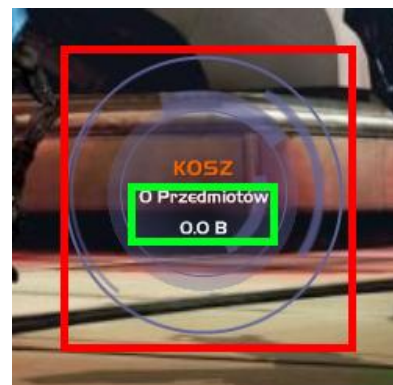
This skin fits the size of the left and right sidebar.

13.   Recycle Bin

This skin allows us to control the recycle bin. It shows the number of items in the basket and their size. Clicking the left mouse button on the skin will open the basket and right will empty it.

14.   Sidebars

Sidebars are backgrounds for some elements of the skin. They allow us better positioning of elements on the edge of the desktop. There are four such bars:

- Left
- Right
- Lower (whose length can be adjusted to the right and / or leftsidebar, byclicking the middle mouse button)
- Upper (whose length can be adjusted to the right and / or leftsidebar, byclicking the middle mouse button)

15.   Left and right sidebars

These indicators are located in *Sidebar/DOWN* and *Sidebar/UP*. Available indicators are:

- The CPU operating (up to 8 cores) and CPU temperature indicator
- Rate of use of the drive and its temperature display
- Indicators of data downloaded and loaded online
- Keys for the computer work managing:
  - Hibernate
  - Lock
  - Logoff
  - Restart
  - Shutdown
  - Sleep

- RAM utilization rates

 This skin fits the size of the upper and lower sidebar.

16.   Startup

This skin allows you to run the *Speedfan* program at skin startup (the entire system), because the program itself cannot be open at startup, in contrast to *Core Temp*. Operating of the skin requires the computer administrator authorization each time. Skin is not visible, and when it start *Speedfan* stops working.

17.   System

This skin shows some indications of system components:

- Using the CPU
- Using the RAM
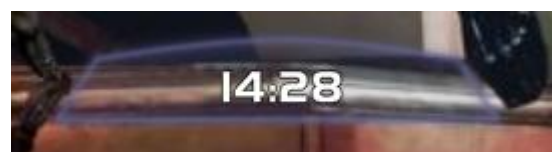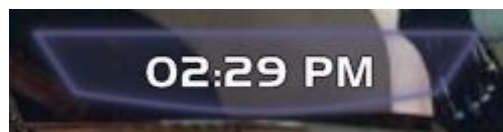- Using the drive
- Using the SWAP
- Computer temperature

This skin fits the size of the left and right sidebar.

18.   Clocks

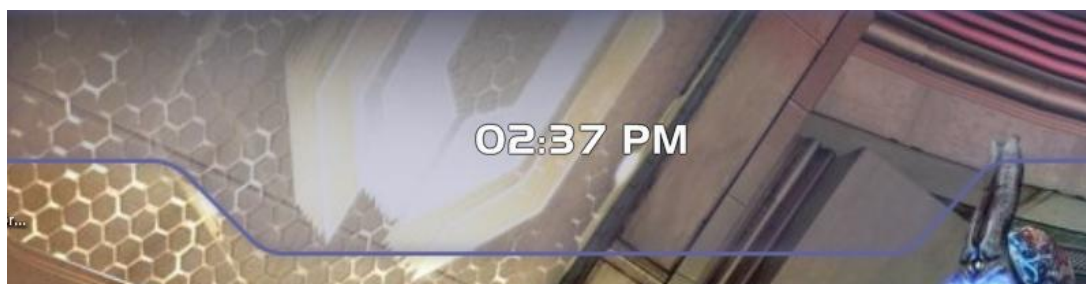In *Time* there are different clocks:

- analogical:
  - Big
  - Small
- Digital:
  - Upper:
    - 24 – hour
    - 12 – hour
  - Lower:
    - 24 – hour
    - 12 – hour

19.   Up and down bars

These 2 bars (top and bottom) are an alternative to the lower and upper sidebar. In addition, the top bar contains the 12 - hour clock.

20.   Weather

This skin shows the current weather, temperature, and the expected weather for 2 days. Theme gets information from the http://www.weather.com/.

To change the displayed location please visit http://www.weather.com/ and find there your city and copy its 8 character code (e.g.: Warsaw - PLXX0028). Then open general options, find Weatherloc="X" and as the value we paste code from the website.

In addition to change of place, we can change the temperature scale in which the temperature is shown. We should open the general options and find the entrees MS="X" Unit="X" UnitX="X". As the value of MS= we type „m" for Celsius, or „f" for Fahrenheit. Next as the value of Unit i UnitX we type „C" for Celsius, or „F" for Fahrenheit (both fields should have the same value). Then save your changes and refresh the skin.

 This skin fits the size of the left and right sidebar.

21.   Rainmeter

Rainmeter program is key to the operation of these skins. You can download it from http://rainmeter.net/cms/.

22.   Additional programs

For the full and proper operation of skins we need 2 additional programs:

- Speedfan (http://www.almico.com/speedfan.php)
- Core Temp (http://www.alcpu.com/CoreTemp/)

23.   Languages

Since the launch of version 3.0, all my skins are coupled with the language packs system, which allow to change the skin language by replacing one file. New language packs can be downloaded from http://melllin.deviantart.com/gallery/41505698. The downloaded file is in .rmskin, but to use it we need to change its extension to .zip and extract contained in it text file called Language.inc. This file should be placed in the folder Documents/Rainmeter/Skins/Mass Effect 3/@Settings. In this folder is already such a file (with the old language), we should overwrite it and refresh all skins.

24.   Special thanks

Special thanks go to the entire BioWare team, EA team, and all those who have contributed to the great game series of "Mass Effect" .

Additionally I extend thanks to darkstaruav from Deviant Art website, for the creation of the first Mass Effect Rainmeter skin, which I modeled on.

25.   Legal

I do not claim to be BioWare/EA Staff/Team.

I do not claim rights to Mass Effect, or to any other elements from Mass Effect.

I do not have any profit from the project, I do it to honor creator of the world of Mass Effect and to encourage more people to play this series.

All rights for the Mass Effect trademark, Mass Effect game, elements of the game and elements connected to it, have BioWare/EA, not me.