

ZLauncher Theme Specification

v 0.50

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Note:

When you select a theme/icon set which is stored on expansion card with the Theme Manager in ZLauncher, ZLauncher will copy it into RAM, and add a flag to the selected item, and the item will be deleted automatically when it's no longer being used. So you can not create your theme/iconset basing on the ones selected from the Theme Manager, or they will be deleted once ZLauncher starts.

Tools

If you want to create your own ZLauncher theme, you should obtain the following tools before starting making themes:

1. Graphics edit tools such as **Photoshop**, **Paint Shop Pro**, etc.
2. **PRCExplorer**, a PRC viewer/resource extraction tool, by Regis Nicolas. It's available for download it at PalmGear:
<http://www.palmgear.com/software/showsoftware.cfm?sid=33466820021220020035&prodID=40542>.
It's a freeware.
3. **PiIRC**, a Palm resource compiler, by Wes Cherry & Aaron Ardiri. It's available for download it at www.ardiri.com:
<http://www.ardiri.com/index.php?redir=palm&cat=pilrc&PHPSESSID=0b95156b6f182d7a703d41352ad84e9e>
It's a freeware.
4. **Constructor**, the resource editor of CodeWarrior.
The demo version of CodeWarrior 8 for PalmOS is available for download at Metrowerks:
<http://www.metrowerks.com/MW/Secure/Eval/Palm/default.htm>. The demo version is OK for editing the existent themes.
5. If you want to edit the High-Density bitmaps, the version of Constructor must be v1.8 or higher. Constructor v1.8 can be found in the PalmOS5 SDK. PalmOS5 SDK is available for download at PalmSource:
<http://www.palmos.com/cgi-bin/sdk50.cgi>.
It's free for download.
Constructor requires version **3.1.0.0** of **ASINTPPC.DLL**, which is shipped with the Metrowerks CodeWarrior for Palm OS R-series environments. If you want to use Constructor with a Pro-series version of CodeWarrior, you need to copy **ASINTPPC.DLL** and **SHW32.DLL** (version 4.0.0.0) into the same directory as the "**Constructor for Palm OS.EXE**" file.
6. A great **ZLauncher Theme Maker** by **Festus440** is currently available at his homepage. Very easy to use and nice. You download the latest version at his homepage:
<http://festus440.happypalm.com>
7. **ZL Skin Constructor**, another powerful and well done ZL theme creating tool. Visit the forum at **Les Ateliers HP** for more details:
<http://falcorthdata.free.fr/> (French)
For English users, read this [thread](#) at www.lsrc.com for more details.

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Changing Theme Name

If you want to change the theme name on desktop computer, you need an HEX editor software(such as **UltraEdit**) to edit the database name. The database name consists of 31 characters and a terminal character - NULL(zero).

Or you can install the theme to the handheld first, then change the database name with some 3rd-party file manage applications.

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Theme Comments

String Resource with ID 9100 is used to store the theme comments from the theme creator.

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Default BackImage & IconSet

String Resource with ID 9200 is used to specify the default background image and String Resource with ID 9210 is used to specify the default IconSet.

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Color Table

ZLauncher contains a color table that allows the theme creator to specify the default colors of UI.

The resource type of the default color table is 'cTbl', its resource ID is 1000. Each content of the color table contains 8 bytes, it describes one UI color for all color depths:

- Byte 1: The color index for 1-bit color depth
- Byte 2: The color index for 2-bit color depth
- Byte 3: The color index for 4-bit color depth
- Byte 4: The color index for 8-bit color depth
- Byte 5: The color index for 16-bit color depth
- Byte 6: Red value in RGB form
- Byte 7: Green value in RGB form
- Byte 8: Blue value in RGB form

The color table contains 21 colors. The first 10 colors in the color table are used for ZLauncher, they should not be changed by the theme creator. The rest 11 colors can be changed to match the theme. They are described bellow:

- Color 11: unactive tab title text color.
- Color 12: active tab title text color
- Color 13: icon text color
- Color 14: icon text shadow color
- Color 15: tab back color
- Color 16: underline color
- Color 17: Time Button text color
- Color 18: Battery Button text color
- Color 19: Memory Button text color

- Color 20: Category Button text color
- Color 21: Path Button text color

For example:

X, X, X, X, X, X, X, X; // Color 1

X, X, X, X, X, X, X, X; // Color 2

...

X, X, X, X, X, X, X, X; // Color 10

1, 2, 6, 221, 221, 170, 170, 170; // unactive tab title text color.

1, 3, 12, 125, 125, 255, 0, 0; // active tab title text color

1, 3, 15, 226, 226, 128, 0, 0; // icon text color

0, 0, 0, 0, 0, 255, 255, 255; // icon text shadow color

0, 1, 2, 12, 12, 255, 255, 153; // tab back color

1, 2, 7, 96, 96, 0, 255, 204; // underline color

0, 0, 0, 0, 0, 255, 255, 255; // Time Button text color

0, 0, 0, 0, 0, 255, 255, 255; // Battery Button text color

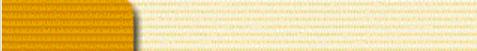
0, 0, 0, 0, 0, 255, 255, 255; // Memory Button text color

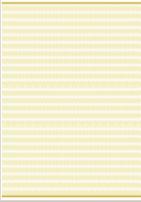
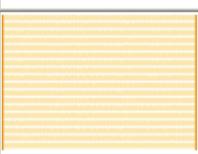
1, 3, 15, 226, 226, 128, 0, 0; // Category Button text color

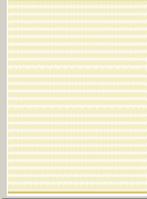
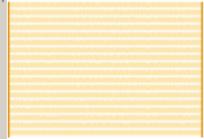
0, 1, 3, 12, 12, 255, 255, 153; // Path Button text color

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Bitmaps

Image	Resource ID	Dimension	Function	Comment
	1500	24 X 22	Obsoleted.	Removed since ZLauncher v3.60.
	1600	16 X 13	Obsoleted.	Removed since ZLauncher v3.60.
	5000	160 X 12	Obsoleted.	Removed since ZLauncher v5.10.
	5001	160 X 16	Obsoleted.	Removed since ZLauncher v5.10.
	5002	Recommended Size: 6 X 14	Bottom Bar Head	HiRes and High-Density should be double dimension. Tranparency is supported.
	5003	Recommended Size: 6 X 14	Bottom Bar Tail	HiRes and High-Density should be double dimension. Tranparency is supported.
	5004	Recommended Size: 32 X 14	Bottom Bar Body	HiRes and High-Density should be double dimension. Tranparency is supported.
	5005	Recommended Size: 47 X 16	Top Bar Head	HiRes and High-Density should be double dimension. Tranparency is supported.
	5006	Recommended Size: 6 X 16	Top Bar Tail	HiRes and High-Density should be double dimension. Tranparency is supported.
	5007	Recommended Size: 32 X 16	Top Bar Body	HiRes and High-Density should be double dimension. Tranparency is supported.

	5010	160 x 33	Obsoleted.	Removed since ZLauncher v5.10.
	5011	Recommended Size: 6 X 33	Tools Panel Head	HiRes and High-Density should be double dimension. Tranparency is supported.
	5012	Recommended Size: 6 X 33	Tools Panel Tail	HiRes and High-Density should be double dimension. Tranparency is supported.
	5013	Recommended Size: 32 X 33	Tools Panel Body	HiRes and High-Density should be double dimension. Tranparency is supported.
	5020	Recommended Size: 5 X 52	Top PluginPanel Head	HiRes and High-Density should be double dimension. Tranparency is supported.
	5021	Recommended Size: 5 X 52	Top PluginPanel Tail	HiRes and High-Density should be double dimension. Tranparency is supported.
	5022	Recommended Size: 37 X 52	Top PluginPanel Body	HiRes and High-Density should be double dimension. Tranparency is supported.
	5025	Recommended Size: 52 X 5	Left PluginPanel Head	HiRes and High-Density should be double dimension. Tranparency is supported.
	5026	Recommended Size: 52 X 5	Left PluginPanel Tail	HiRes and High-Density should be double dimension. Tranparency is supported.
	5027	Recommended Size: 52 X 37	Left PluginPanel Body	HiRes and High-Density should be double dimension. Tranparency is supported.
	5030	Recommended Size: 5 X 52	Bottom PluginPanel Head	HiRes and High-Density should be double dimension. Tranparency is supported.

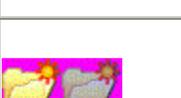
	5031	Recommended Size: 5 X 52	Bottom PluginPanel Tail	HiRes and High-Density should be double dimension. Tranparency is supported.
	5032	Recommended Size: 37 X 52	Bottom PluginPanel Body	HiRes and High-Density should be double dimension. Tranparency is supported.
	5035	Recommended Size: 52 X 5	Right PluginPanel Head	HiRes and High-Density should be double dimension. Tranparency is supported.
	5036	Recommended Size: 52 X 5	Right PluginPanel Tail	HiRes and High-Density should be double dimension. Tranparency is supported.
	5037	Recommended Size: 52 X 37	Right PluginPanel Body	HiRes and High-Density should be double dimension. Tranparency is supported.
	5050 ~ 5057	Recommended Size: 16 X 16	Waiting animation pictures.	If necessary, the dimension can be up to 24 X 24. HiRes and High-Density should be double dimension.
	5070	Recommended Size: 100 x 40	Waiting logo.	If necessary, the dimension can be up to 140 X 60. HiRes and High-Density should be double dimension.
	5081	Recommended Size: 8 x 8	ROM tag	If necessary, the dimension can be up to 16 X 16.
	5082	Recommended Size: 8 x 8	Short Cut	If necessary, the dimension can be up to 16 X 16.
	5083	Recommended Size: 8 x 8	Tag for the application which is stored in the /Palm/Launcher/ directory of the first expansion card.	If necessary, the dimension can be up to 16 X 16.
	5084	Recommended Size: 8 x 8	Tag for the application which is stored in the /Palm/Launcher/ directory of the second expansion card.	If necessary, the dimension can be up to 16 X 16.
	5090	15 x 11	Unhighlighted directory in the Path Tree	HiRes and High-Density should be double dimension.
	5091	15 x 11	Highlighted directory in the Path Tree	HiRes and High-Density should be double dimension.
	5095	10 x 10	Contract tag in the Path Tree	HiRes and High-Density should be double dimension.
	5096	10 x 10	Expend tag in the Path Tree	HiRes and High-Density should be double dimension.

	5100, 5101	8 x 8	Scroll up button of scroll bar.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5102, 5103	8 x 8	Scroll down button of the scroll bar.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5120	Recommended Size: 8 x 6	Top part of the Track button of the scroll bar.	If necessary, the dimension can be up to 8 X 12. HiRes and High-Density should be double dimension.
	5121	Recommended Size: 8 x 6	Bottom part of the Track button of the scroll bar.	If necessary, the dimension can be up to 8 X 12. HiRes and High-Density should be double dimension.
	5122	Recommended Size: 8 x 8	Body of the Track button of the scroll bar.	If necessary, the dimension can be up to 8 X 16. HiRes and High-Density should be double dimension.
	5123	Recommended Size: 8 x 6	Center tag of the Track button of the scroll bar.	If necessary, the dimension can be up to 8 X 8 HiRes and High-Density should be double dimension.
	5140	Recommended Size: 8 x 4	Top part of the Track bar of the scroll bar.	If necessary, the dimension can be up to 8 X 8. HiRes and High-Density should be double dimension.
	5141	Recommended Size: 8 x 4	Bottom part of the Track bar of the scroll bar.	If necessary, the dimension can be up to 8 X 8. HiRes and High-Density should be double dimension.
	5142	Recommended Size: 8 x 8	Body of the Track bar of the scroll bar.	If necessary, the dimension can be up to 8 X 16. HiRes and High-Density should be double dimension.
	5200, 5201	10 x 14	Activate previous tab button when tab titles on top or bottom.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5202, 5203	10 x 14	Activate next tab button when tab titles on top or bottom.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5204, 5205	10 x 14	Activate tab list button when tab titles on top or bottom.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5210, 5211	12 x 8	Activate previous tab button when tab titles on left or right.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5212, 5213	12 x 8	Activate next tab button when tab titles on left or right.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5214, 5215	10 x 16	Activate tab list button when tab titles on left or right.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap

				can be different.
	5250	160 x 2	Left separator of the tab titles when the tabs are set on Top or Bottom.	HiRes and High-Density should be double dimension. For landscape mode(480 X 320), should be 480 X 4.
	5251	160 x 2	Right separator of the tab titles when the tabs are set on Top or Bottom.	HiRes and High-Density should be double dimension. For landscape mode(480 X 320), should be 480 X 4.
	5252	2 x 240	Top separator of the tab titles when the tabs are set on Left or Right.	HiRes and High-Density should be double dimension. For Hires+ mode(320 X 480), should be 4 X 480.

	5253	2 x 240	Bottom separator of the tab titles when the tabs are set on Left or Right.	HiRes and High-Density should be double dimension. For Hires+ mode(320 X 480), should be 4 X 480.
	5301	Recommended Size: 4 x 12	Left part of the unactive tab title when the tab title is on top.	If necessary, the dimension can be up to 8 X 12. HiRes and High-Density should be double dimension. Note: if you want the tab title transparent, you must set the Transparent flag of this bitmap to ON.
	5302	Recommended Size: 4 x 12	Right part of the unactive tab title when the tab title is on top.	If necessary, the dimension can be up to 8 X 12. HiRes and High-Density should be double dimension.
	5303	Recommended Size: 4 x 12	Body of the unactive tab title when the tab title is on top.	If necessary, the dimension can be up to 8 X 12. HiRes and High-Density should be double dimension.
	5320	Recommended Size: 4 x 16	Left part of the active tab title when the tab title is on top..	If necessary, the dimension can be up to 8 X 16. HiRes and High-Density should be double dimension. Note: if you want the tab title transparent, you must set the Transparent flag of this bitmap to ON.
	5321	Recommended Size: 4 x 16	Right part of the active tab title when the tab title is on top..	If necessary, the dimension can be up to 8 X 16. HiRes and High-Density should be double dimension.
	5322	Recommended Size: 8 x 16	Body of the active tab title when the tab title is on top.	If necessary, the dimension can be up to 16 X 16. HiRes and High-Density should be double dimension.
	5341	Recommended Size: 4 x 12	Left part of the unactive tab title when the tab title is on bottom.	If necessary, the dimension can be up to 8 X 12. HiRes and High-Density should be double dimension. Note: if you want the tab title transparent, you must set the Transparent flag of this bitmap to ON.

	5342	Recommended Size: 4 x 12	Right part of the unactive tab title when the tab title is on bottom.	If necessary, the dimension can be up to 8 X 12 HiRes and High-Density should be double dimension.
	5343	Recommended Size: 4 x 12	Body of the unactive tab title when the tab title is on bottom.	If necessary, the dimension can be up to 8 X 12. HiRes and High-Density should be double dimension.
	5361	Recommended Size: 4 x 16	Left part of the active tab title when the tab title is on bottom.	If necessary, the dimension can be up to 8 X 16. HiRes and High-Density should be double dimension. Note: if you want the tab title transparent, you must set the Transparent flag of this bitmap to ON.
	5362	Recommended Size: 4 x 16	Right part of the active tab title when the tab title is on bottom.	If necessary, the dimension can be up to 8 X 16. HiRes and High-Density should be double dimension.
	5363	Recommended Size: 8 x 16	Body of the active tab title when the tab title is on left.	If necessary, the dimension can be up to 16 X 16. HiRes and High-Density should be double dimension.
	5370	Recommended Size: 4 x 15	Left part of the unactive tab title when the tab title is on left.	If necessary, the dimension can be up to 8 X 15. HiRes and High-Density should be double dimension. Note: if you want the tab title transparent, you must set the Transparent flag of this bitmap on.
	5371	Recommended Size: 4 x 15	Right part of the unactive tab title when the tab title is on left.	If necessary, the dimension can be up to 8 X 15. HiRes and High-Density should be double dimension.
	5372	Recommended Size: 4 x 15	Body of the unactive tab title when the tab title is on left.	If necessary, the dimension can be up to 8 X 15. HiRes and High-Density should be double dimension.
	5375	Recommended Size: 6 x 19	Left part of the active tab title when the tab title is on left.	If necessary, the dimension can be up to 12 X 19. HiRes and High-Density should be double dimension. Note: if you want the tab title transparent, you must set the Transparent flag of this bitmap on.
	5376	Recommended Size: 6 x 19	Right part of the active tab title when the tab title is on left.	If necessary, the dimension can be up to 12 X 19. HiRes and High-Density should be double dimension.
	5377	Recommended Size: 8 x 19	Body of the active tab title when the tab title is on left.	If necessary, the dimension can be up to 16 X 19. HiRes and High-Density should be double dimension.
	5380	Recommended Size: 4 x 15	Left part of the unactive tab title when the tab title is on right.	If necessary, the dimension can be up to 8 X 15. HiRes and High-Density should be double dimension.
	5381	Recommended Size: 4 x 15	Right part of the unactive tab title when the tab title is on right.	If necessary, the dimension can be up to 8 X 15. HiRes and High-Density should be double dimension.
	5382	Recommended Size: 4 x 15	Body of the unactive tab title when the tab title is on right.	If necessary, the dimension can be up to 8 X 15. HiRes and High-Density should be double dimension.
	5385	Recommended Size: 6 x 19	Left part of the active tab title when the tab title is on right.	If necessary, the dimension can be up to 12 X 19. HiRes and High-Density should be double dimension. Note: if you want the tab title transparent, you must set the Transparent flag of this bitmap on.

	5386	Recommended Size: 6 x 19	Right part of the active tab title when the tab title is on right.	If necessary, the dimension can be up to 12 X 19. HiRes and High-Density should be double dimension.
	5387	Recommended Size: 8 x 19	Body of the active tab title when the tab title is on right.	If necessary, the dimension can be up to 16 X 19. HiRes and High-Density should be double dimension.
	5400, 5401	24 x 24	Category button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5402, 5403	24 x 24	New Tab button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5404, 5405	24 x 24	Beam button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5406, 5407	24 x 24	Information button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5408, 5409	24 x 24	Empty Trash Bin button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5410, 5411	24 x 24	Trash Bin button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5430, 5431	16 x 16	Create ShortCut/BackImage button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5432, 5433	16 x 16	Create directory button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5434, 5435	16 x 16	Copy button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5436, 5437	16 x 16	Move button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5438, 5439	16 x 16	Beam File button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap

				can be different.
	5440, 5441	16 x 16	File Information button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5442, 5443	16 x 16	File Delete button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5444, 5445	160 x 13	Obsoleted.	Removed since ZLauncher v5.10.
	5460, 5461	24 x 24	Obsoleted.	HiRes and High-Density should be double dimension.
	5462, 5463	24 x 24	Obsoleted.	HiRes and High-Density should be double dimension.
	5464, 5465	24 x 24	Obsoleted.	HiRes and High-Density should be double dimension.
	5466, 5467	24 x 24	Obsoleted.	HiRes and High-Density should be double dimension.
	5500, 5501	30 X 12	Obsoleted.	Removed since ZLauncher v5.10.
	5520, 5521, 5522, 5523	12 X 12	Toggle Tools panel button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5530, 5531, 5532, 5533	12 X 12	Toggle Control panel button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5540, 5541, 5542, 5543	12 X 12	Toggle Fullscreen button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5550, 5551, 5552, 5553	12 X 12	Obsoleted.	HiRes and High-Density should be double dimension.
	5570, 5571, 5572, 5573	12 X 12	Obsoleted.	HiRes and High-Density should be double dimension.
	5580	Recommended Size: 6 X 12	Left part of the released state of button.	If necessary, the dimension can be up to 12 X 12. HiRes and High-Density should be double dimension. Note: if you want the button transparent, you must set the Transparent flag of this bitmap to ON.
	5581	Recommended Size: 6 X 12	Right part of the released state of button.	If necessary, the dimension can be up to 12 X 12 HiRes and High-Density should be double dimension.
	5582	12X 12	Body of the released state of button.	HiRes and High-Density should be double dimension.

	5590	Recommended Size: 6 X 12	Left part of the pressed state of button.	If necessary, the dimension can be up to 12 X 12. HiRes and High-Density should be double dimension. Note: if you want the button transparent, you must set the Transparent flag of this bitmap to ON.
	5591	Recommended Size: 6 X 12	Right part of the pressed state of button.	If necessary, the dimension can be up to 12 X 12. HiRes and High-Density should be double dimension.
	5592	12X 12	Body of the pressed state of button.	HiRes and High-Density should be double dimension.
	5600 ~ 5609	24 X 12	Memory status button.	HiRes and High-Density should be double dimension.
	5620 ~ 5629	24 X 12	Wireless Signal Strength button.	HiRes and High-Density should be double dimension.
	5630	24 X 12	GPRS is attached.	HiRes and High-Density should be double dimension.
	5631	24 X 12	GPRS/CDMA Data Call Active.	HiRes and High-Density should be double dimension.
	5632	24 X 12	CSD Call Active.	HiRes and High-Density should be double dimension.
	5633	24 X 12	Dormant Data Call.	HiRes and High-Density should be double dimension.
	5635	24 X 12	The mobile phone is roaming.	HiRes and High-Density should be double dimension.
	5650 ~ 5659, 5670	24 X 12	Battery status button.	HiRes and High-Density should be double dimension.
	5700, 5701	12 X 12	Activate next tab button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5702, 5703	12 X 12	Pop up menu button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5704, 5705	12 X 12	Pop up Find dialog button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5706, 5707	12 X 12	Pop up Brightness dialog button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5708, 5709	12 X 12	Quick Launch + button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5710, 5711	12 X 12	Toggle Icon Views button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5712, 5713	12 X 12	Launch Silk-Calc application button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of

				Up-state bitmap and Down-state bitmap can be different.
	5714, 5715	12 X 12	Launch Security application button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5716, 5717	12 X 12	Launch Prefs application button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5718, 5719	12 X 12	Lock button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5720, 5721	12 X 12	Category button on bottom bar.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5722, 5723	12 X 12	New Tab button on bottom bar.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5724, 5725	12 X 12	ZLauncher Prefs button on bottom bar.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5726, 5727	12 X 12	Information button on bottom bar.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5728, 5729	12 X 12	Trash Bin button on bottom bar.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5730, 5731	12 X 12	Perform HotSync operation directly.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5732, 5733	12 X 12	Beam Tab button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5734, 5735	12 X 12	Delete Tab button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5736, 5737	12 X 12	Tab Properties button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitman

				can be different.
	5738, 5739	12X 12	Soft Reset button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5740, 5741	12 X 12	Pop up Path Tree button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5742, 5743	12 X 12	Refresh Apps button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5744, 5745	12 X 12	Exit ZLauncher.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5746, 5747	12 X 12	Toggle the back light state button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5748, 5749	12 X 12	Pop up the Contrast dialog button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5750, 5751	12 X 12	Pop up Graffiti Preference form button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5752, 5753	12 X 12	Open Command Bar button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5754, 5755	12 X 12	Show/Hide hidden tab button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5756, 5757	12 X 12	Beam button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5758, 5759	12 X 12	Send button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5760, 5761	12 X 12	Open Theme Manager button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.

	5762, 5763	12 X 12	Open File Manager button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5764, 5765	12 X 12	Popup All Function Button Panel button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	5850, 5851	12 X 12	Obsoleted.	Removed since ZLauncher v3.60.
	5800, 5801	12 X 12	Power Off Button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	6000, 6001, 6002, 6003	8 X 10	Toggle Top bar button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	6010, 6011, 6012, 6013	8 X 10	Toggle Bottom bar button.	HiRes and High-Density should be double dimension. Tranparency is supported. The shape of Up-state bitmap and Down-state bitmap can be different.
	6100, 6101	8 X 8	Obsoleted.	Removed since ZLauncher v3.60.
	6102, 6103	8 X 8	Obsoleted.	Removed since ZLauncher v3.60.
	7000	10 X 10	Handheld icon	HiRes and High-Density should be double dimension.
	7001	10 X 10	Specific tab icon.	HiRes and High-Density should be double dimension.
	7002	10 X 10	Card tab icon.	HiRes and High-Density should be double dimension.
...	7010 ~ 7099	10 X 10	custom tab icons.	You can add any icon to the theme, no exact meaning for every icon. HiRes and High-Density should be double dimension.

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Release History

0.50 - Nov 22, 2004

- Updated for ZLauncher v5.10. See the **Red** colored text for details.

0.40 - Sep 21, 2004

- Added background images for **Plugin Panel**.

0.32 - Aug 11, 2004

- Added status of **GPRS Attached**, **GPRS/CDMA Data Call Active**, **CSD Call Active**, **Dormant Data Call** and **Roaming** for **Wireless Signal Strength** button.

0.31 - Jun 22, 2004

- Introduced new ZL Skin Constructor, a powerful and well done ZL theme creating tools.
- Added **Wireless Signal Strength** button.

0.30 - Sep 2, 2003

- Updated for **Landscape**(480 X 320) handhelds.

0.20 - Mar 28, 2003

- Updated for the Tab modes.

0.13 - Feb 13, 2003

- ADDED: **Changing Theme Name** section.

0.12 - Jan 6, 2003

- FIXED: Resource ID of Path Button bitmap should be 5444 and 5445.
- FIXED: Resource ID of Battery Button should be 5650~5659,5670.

0.11 Beta - Dec 23, 2002

- First public release.
- Added description of **Title button of Detail View**.

0.1 Beta - Dec 20, 2002

- First version.

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If you have any questions or suggestions on ZLauncher, please feel free to email us at zlauncher@ztechs.com.