Wombat Flat for Zebra 2 and Zebra HZ
Skin Builder
Version 1.1

User Manual

Overview

Wombat Flat Skin Builder (the "**Builder**") is a free utility for building customized skins for U-he Zebra 2 and Zebra HZ based on the Wombat Flat skin. While the Builder cannot change the fundamental structure of the skin, it enables a range of color, knob and other customizations.

In general, the skins produced by the Builder will have a somewhat simpler look than the default Zebra 2/HZ skins, with a greater use of flat grays and a reduced color palette.

The Builder application is a Windows 64-bit console executable and so is not compatible with Mac or Linux. Skins generated by the application are Mac and Linux compatible, so it is possible to build a skin on a Windows PC and transfer the skin to Mac/Linux for use. A separate package of pre-built skins based on the Builder presets will be made available for download for Mac/Linux users that do not have access to a Windows PC.

Installation and Usage

- Unzip the downloaded package anywhere on your PC. The program does not need to be "installed" and will run properly from any location so long as all of its required files (located in the "Presets" and "skindata" folders) are in the same folder as the executable.

- Run "Wombat Flat Skin Builder.exe" and follow the on-screen instructions. It is not necessary to run the program with administrative privileges.

- The first question asked is what overall skin design you wish to use.

  - Either of the first two (labeled "STANDARD") will immediately produce a default skin (either single color blue or multicolor) with no questions asked.

  - Either of choices 3 and 4 (labeled "CUSTOM") will ask you a series of questions to produce either a single colored or multicolored skin. Note that the default values have all been set to match the standard skins described in the first bullet above. This means that if repeatedly hit Enter, you will generate the same skin as the standard skins. Of course, you can always change the answer to any question if you wish to use your own value instead.

  - The remaining choices (labeled "PRESET") are for presets located in the Presets folder. When loading a preset, all default values will be set to those in the preset. This means that if you load a preset and then repeatedly hit Enter, you will generate a skin exactly as specified in the preset. Of course, you can always change the answer to any question if you wish to use your own value instead.

- After selecting colors (when using a preset or custom skin), the Builder will show you a preview of what the colors will look like. Please note that this preview is an approximation only, and does not reflect other customizations such as knob choices, sidebar selections, etc.

- After running the program successfully, the generated skin will be located in the same folder as the executable. That folder can be moved to your Zebra 2/HZ themes folder.

- After generating a skin, you will be asked whether you wish to save the skin as a preset. If you say yes, a file with a skin name will be saved in the Presets folder, which can be used to regenerate that skin at any time and can be shared with other users. NOTE: if there is already a preset with the same name when you save the preset, it will be overwritten. So if you load a "factory" preset then save after having changed values, you will overwrite the factory preset.

Release Notes

- The Builder comes with a variety of presets and knob choices, which are illustrated at the end of this manual. Please note that the purpose of the preset skins is primarily to show the range of what is possible and to spark your creativity rather than for their artistic value.

- Presets from any version from 1.1 beta 5 onwards should be compatible with this version. While I will try to keep future versions compatible with older presets, no assurances can be made.

- When choosing colors for the various sections (generators, modulators, effects, and global), the actual color may not exactly match what is selected. This is particularly the case with respect to brightness – if you choose a dark color chances are the Builder will produce a brighter one. This is an inherent result of the way the Builder operates.

  - For the geeks out there, the Builder exploits the fact that grayscale colors do not respond to hue and saturation changes, while other colors do. All of the skin graphics files stored in the template contain ONLY grayscale colors and at most a single other color. That single color is a specific shade of blue and is the only color that responds to hue/saturation changes. When you enter a new color, the Builder attempts to achieve your selection by modifying hue and saturation, but it cannot modify brightness because that would affect the grayscales. The produced color is the closest it can achieve by hue/saturation changes only. The Builder then measures the actual color produced and inputs that into the skin script file to ensure everything stays consistent. It's a pretty complicated process for something that seems like it ought to be simple!

- This program has been designed as a rough and ready tool for generating skins, and relies on the user inputting sensible values. For example, it employs no error checking to make sure that user input is within sensible/expected values. If you enter improper values, the program may crash, generate a corrupted skin, or otherwise malfunction.

Support

Please send any bug reports, comments, questions, or feature requests to wombat778 on the KVRaudio.com forums.

Acknowledgements

Thank you to U-he for making this wonderful synth and for permitting me to use the modified ZebraHZ assets in this package.

Thank you to resistent for his "Dust" mod, which has been integrated into this Builder.

Finally, thank you to all the fine folks on KVR that helped test and provide suggestions for this software.

DISCLAIMER

USE AT YOUR OWN RISK. THE USE OF THE BUILDER AND ANY SKINS GENERATED BY THE BUILDER AND IS DONE AT YOUR OWN DISCRETION AND RISK AND WITH AGREEMENT THAT YOU WILL BE SOLELY RESPONSIBLE FOR ANY DAMAGE TO YOUR COMPUTER SYSTEM OR LOSS OF DATA THAT RESULTS FROM SUCH ACTIVITIES.

ALL TRADEMARKS, SERVICE MARKS AND COMPANY NAMES ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

PRESETS

STANDARD: Single Color Blue

STANDARD: Multicolored

Dark Stark

Groove Color

Groove Dark

Hallowed

Midnight

Oldschool

Out of Phase

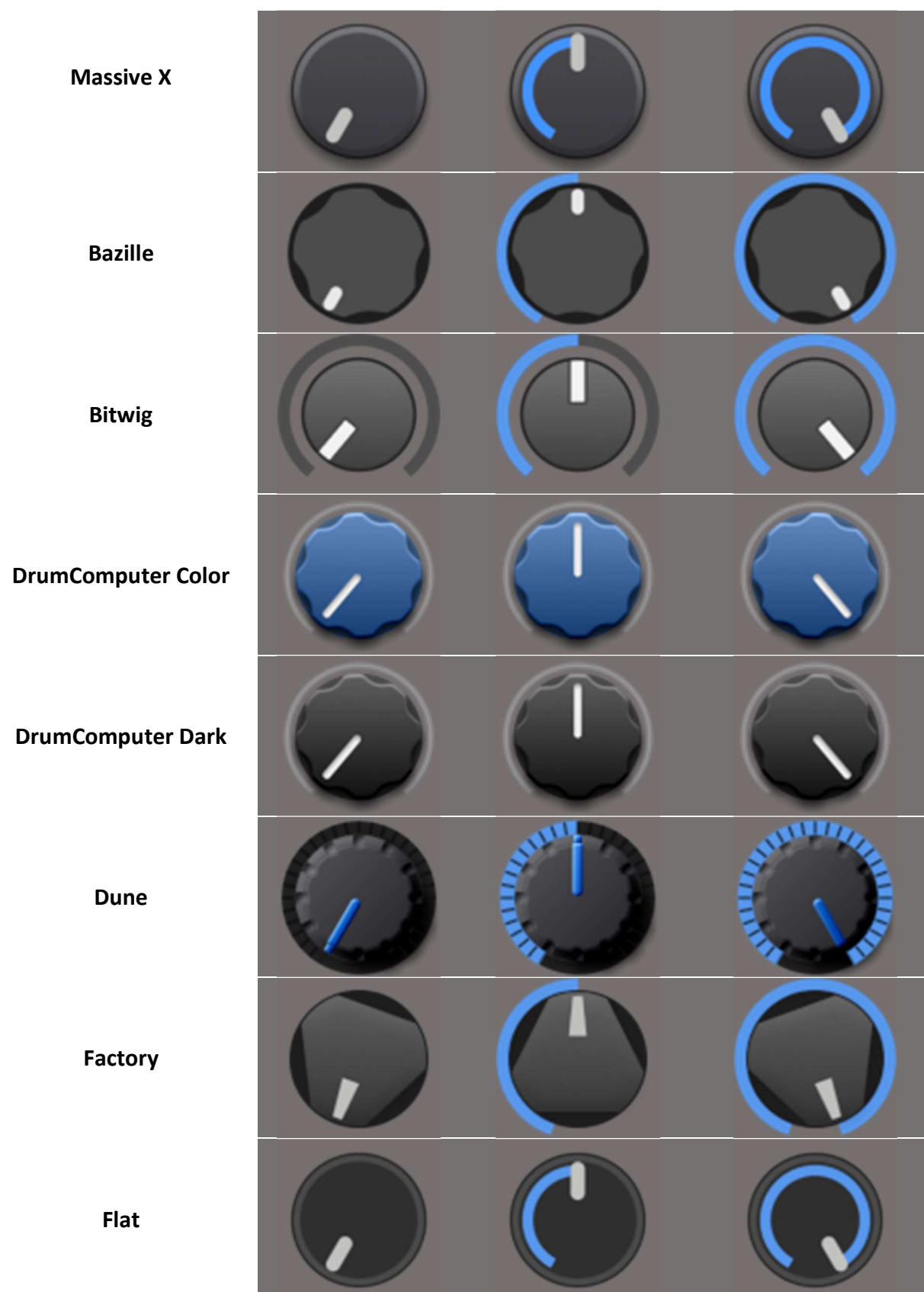Resistent's White Dust

Seabreeze

Sunshine

Superfast

Verdant

Vice

KNOB STYLES

Massive X

Bazille

Bitwig

DrumComputer Color

DrumComputer Dark

Dune

Factory

Flat

Live			
Phase Plant			
Rapid			
SimpleCircle			
SimpleRing			
SimpleSquare			
Trimmer			
ZebraHZ			