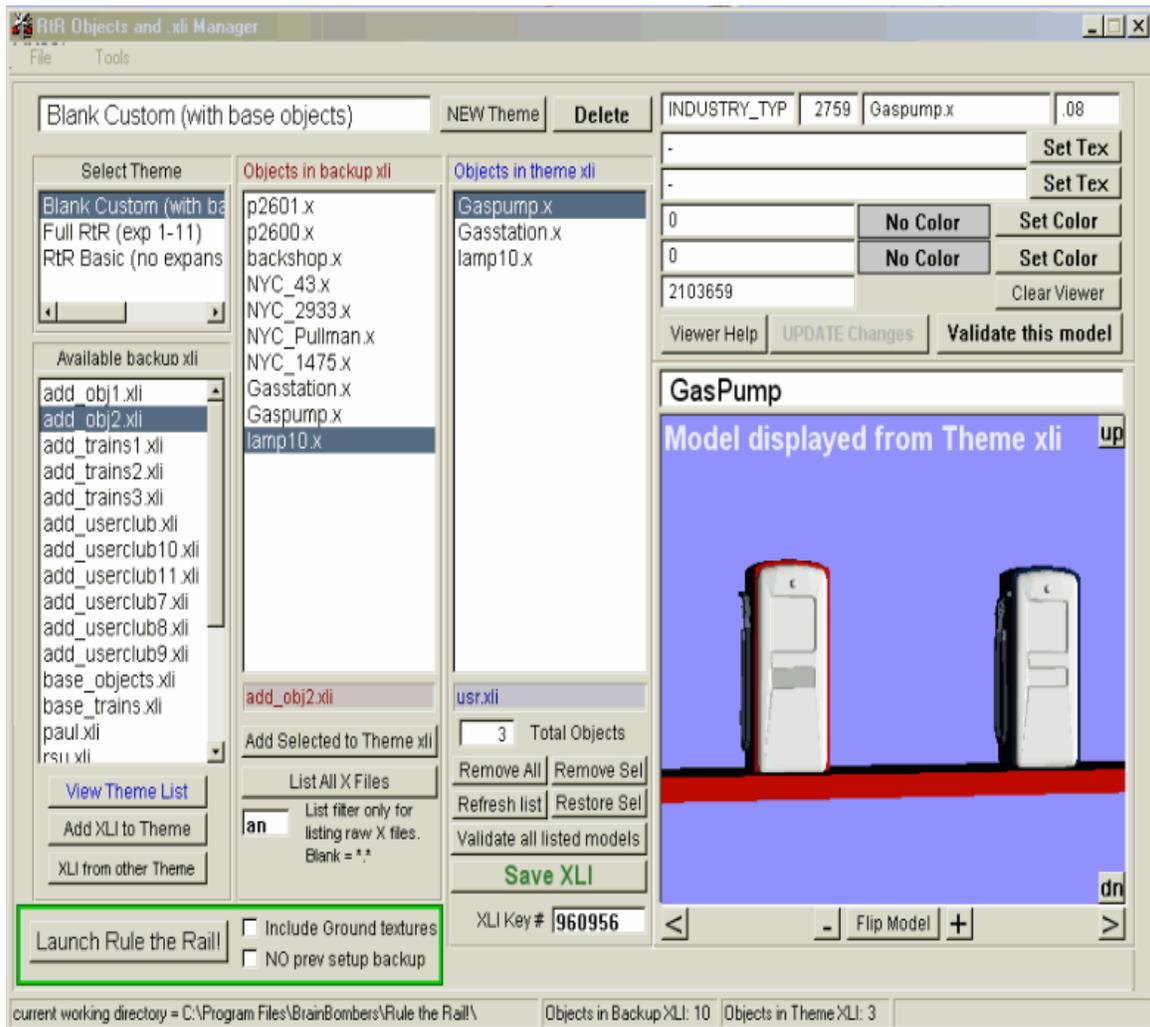


[Theme Editor \(beta\) \(xli Manager\)](#)



[Theme Editor \(b\)](#)

INSTALL NOTES

- Download (SAVE) the zip, do not "OPEN" from the downloader. Download to a temporary folder and unzip the zip file. Be sure to unzip using "original folder structure" (usually the default in WinZip)
- Open the unzipped folder "XM" and run "Setup.exe"
- Do not try to run Theme Editor from the install folder.
- Open the RtR directory and you will find a new folder called "XM". Open that and run TE from there.
- You will also find a "Shortcut to Theme Editor" in the XM folder. Just move it to your desktop or to where ever you want to launch TE.

GENERAL NOTES:

- Theme Editor will NOT actually launch RtR! A "sharing" conflict with DirectX prevents this (until I do some more testing).
- It will, however, set up all the theme settings you have selected when you hit the "Launch RtR" button. Once TE shuts down you can start RtR in your normal fashion and it will open with your theme settings. (But you must use the Launch RtR button for this to happen.)
- You will find a folder within the XM folder called "xli backup". Depending on your choices at install this folder may or may not contain all the original RtR xli files. If you have a customized xli file, such as the add_obj2.xli with added models, just over-write the backup xli with your customized xli. Theme Editor will use that xli instead.
You will also find the six variations of the "usr.xli". These all use the same key number and they do work and Theme Editor will validate all six files.
- TE uses the new validation utility made available by Brain Bombers a few months ago to validate models.
- TE help files are limited and a "work in progress". I'm still trying to come up with an indexing system.
- Theme Editor was tested on Windows XP. The cBasic language uses Windows 98 commands and functions so I'm pretty confident TE will work in all Windows systems up to XP. I don't know about Vista!

USE NOTES:

- Only two menu items are implemented at this time; "Exit" under Files and "Edit Selected XLI" under tools.
- The "Edit Selected XLI" under the Tools menu will only edit the selected backup xli. Theme Editor rewrites or edits the working or theme xli so you do not need to use this for working xli files.
- When You hit "Launch RtR", Theme Editor saves all xli files and the terrain textures currently in the RtR folder to a folder called "Last Config Save" before it moves your theme files into place. This gives you a "Last Ditch" way to recover any xli or terrain files you may have manually altered previously but forgot to save.
- Any of the data fields can be altered (except X file name and validation number) without re-validation.
- REMEMBER all validation is for "usr.xli" (or one of its variations). If you validate a model and update it to one of the original RtR xli files, IT WILL NOT WORK. (but Theme Editor will let you do it if you wish!)
- To actually change any data field of an existing model entry you must click "Update Changes" in the viewer area THEN "Save XLI" under the working XLI panel.

- I have no Idea how this program will work in conjunction with Willie's Layout Viewer.
- Displaying "raw" x files is guess work at best. Since this is done without the aid of the xli scale entry, there is no way to know how big or small to display the model so I just scale everything to an average between the largest and smallest of all the scales.
- At the moment, you can build an XLI file with 1500 listings. I can increase this if necessary but for now I don't think there are 1500 models available to use. If you reach this limit just use another of the USR.XLI variations. With 6 of those that means a total of 12000 models listed in the usr xli files, alone!

[Re: Theme Editor \(beta\) \(xli Manager\)](#)

by **Capt P Kelly** on February 25th, 2008, 1:22 am

The editor will not write to any file in the xli backup folder and leaves them untouched in any operation. They could be set as "read only" and Theme Editor will have no problems. This folder and it's contents will never be deleted by Theme Editor. If you want to use this folder to back up other files they will be safe here.

When you set the theme (Launch RtR button) TE moves all current xli files in the main RtR directory to the Last Config Save folder, basically deleting them from the RtR main folder, then copies the xli files in the theme folder out to the main directory. It doesn't really have any control over how or where RtR runs, it just moves files around as you would do manually. Notice that it MOVES the previous files, not deletes them; however, this is only safe storage until you set another theme.

One other thing to note about file safety: Theme editor only writes to the xli files found in the theme folders. It copies the terrain files either from the objects\bitmaps directory(working) or from the original RtR terrain.jpg tucked away in the xli backup folder. If you want a different terrain file as your backup you will have to place it into the xli backup folder your self.

I designed it specifically not to mess with the RtR working files and to automatically back up anything it may be replacing. This prevents it from overwriting anything you may have done earlier.

I don't know if that answers your question but even the biggest xli file is only a few K bytes. It doesn't hurt to have a back up folder elsewhere but it's up to you.