

How do I modify the boot screen?

Contributed by Administrator
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How do I modify the boot screen?By: W3bMa5t3r On: Thursday, June 07

CHANGING THE BOOT SCREEN

First off to accomplish these feats you are going to need to have these three programs....Boot skin, logonstudio and photoshop.

The reason i chose these programs short of ps, for obvious reasons, is because they simply change what bmp file your computer uses in the ntoskrnl file instead of modding the file, you change the bmp. So the file behaves as if it did from the initial loading of windows. This allows it to be completely reversible as well as not having to do safemode changes. Plus the system resources dont change for those of you using a smaller version of xp.

step 1

After downloading and installing the two programs short of photoshop open up boot skin. You will see a few already premade designs. Any of the ones you click on there will also be a button that says preview so that you can see what it will act like when loading.

step 2

It is now time to create your own boot screen. In your photoediting program of choice. open up a new doc that is set to what ever pixel ratio you want,(native boot size is 640 x 480) along with to make sure you set it on windowsOS and 4bit 16color palette. now this is where you creative or lack of juices start flowing. Make it simple to start because replicating more than 16 color picture in 4bit mode doesn't lend itself to be a masterpiece. Start easy and see from there. Keep in mind you are going to have to make two pictures. One for the background and one for the loading bar. The loading bar is natively (22 x 9) <- not much room for anything to creative.

step 3

Time to create the ini file that is going to take your two pictures together and make them work. Here is the coding for my nissan one.

```
[BootSkin]
Type=0
Name = "Shift"
Author = "Jimm Brooks"
Description = "nissan CARPUTER"
ProgressBar=bar.bmp
ProgressBarX = 225
ProgressBarY = 325
ProgressBarWidth = 200
Screen=shiftbackground.bmp
```

where anything in brackets or quotes is for reference only. The progress bar file is the loading bar picture you made. the x and y location is exactly that how far x and y the bar will show up on your picture. and the width is how long you want your bar to move before making another pass from left to right. and your screen is the background image you made.

step 4

time to implement your creation Go to where you installed the boot skin program usually c: programfiles / stardock / wincustomise / bootskin / skins create a new folder in there named what ever you want it to be called. Copy your two pictures that are in bmp format into the folder as well as the ini file you created. once that is completed you will close that window and open bootskin the program. Wallah you now see your custom skin you made and can preview it as mentioned in step 1. If you do not like where your progress bar is located simply modify the x y coordinates in the ini file until its where you want.