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== BLACK VELLUM TOOLBARS v1.1 =====

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A custom toolbar skin for the user interface of The Lord of the Rings Online(TM) interactive video game by Turbine, Inc.

Black Vellum is a simple and clean user interface inspired by black vellum paper inscribed with gold ink. Black Vellum Toolbars reskins the main toolbar (skill and experience bar) and offers a variety of graphics for user customization. The default toolbar will work without modification. The tiny, right, small and wide toolbars require editing of the skin definition file. Black Vellum Toolbars is included in Black Vellum 0.4 but is distributed separately if the user only wants to reskin the skill and experience bar.

- Zhu Hanuku

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== FREE TO SHARE AND REMIX =====

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This interface is released under the Creative Commons Attribution-Share Alike 3.0 license, which is provided in the file license.txt or can be found on-line at <http://creativecommons.org/licenses/by-sa/3.0/>. If you share or remix and publish this user interface, please distribute it under the same license. Also please credit me with either a link to the Black Vellum portal or my user profile on LoTROInterface or to the LotRO Duo website. The graphics were created with GIMP and the source files (.xcf) are available for download at <http://www.zhuhanku.com/>.

LoTROInterface: Black Vellum Portal
<http://www.lotrointerface.com/portal.php?uid=2298>

LoTROInterface: ZhuHanuku profile
<http://www.lotrointerface.com/forums/member.php?action=getinfo&userid=2298>

LotRO Duo
<http://www.zhuhanku.com/lotro>

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== INSTRUCTIONS =====

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1. Download the zip file (BV_Toolbars_v1.1.zip).
2. Unzip the file into the following folder located in "My Documents" or "Documents".
 ..\The Lord of the Rings Online\ui\skins\
3. For a custom toolbar, modify the SkinDefinition.xml file as described below.
4. Start The Lord of the Rings Online game client.
5. Open the options menu in-game (System --> Options or hit the "o" key).
6. Click on the "UI Settings" tab on the right.
7. Scroll down to the "Misc" options or search for "skin".
8. Select "BV Toolbars 1.1" from the drop-down list
9. You may need to exit the game and restart to reset the user interface graphics.

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== CUSTOM TOOLBAR =====

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The default toolbar works with any resolution without modification since it does not move the toolbar elements from their default positions. This toolbar includes the background graphics for two quickslot bars. The SkinDefinition.xml file distributed with the user interface uses the contents of SkinDefinition_default.xml in its "TOOLBAR" section.

Custom toolbars are also provided in tiny, right, small and wide versions. The tiny and small versions are available with backgrounds for between 2 and 6 quickslot bars. The right and wide versions are available with 4, 6 or 8 quickslot bar backgrounds. All four of these toolbars require modification of the SkinDefinition.xml file under "TOOLBAR GRAPHICS" and "TOOLBAR SIZING". Aligning the location of docked quickslot bars requires modification of the SkinDefinition.xml file under "DOCKED QUICKSLOTS".

To customize the tiny, right, small and wide toolbars:

1. Replace the "TOOLBAR" and "DOCKED QUICKSLOTS" sections of SkinDefinition.xml by pasting in the same sections from one of the following files.
 - * SkinDefinition_custom_tiny.xml
 - * SkinDefinition_custom_right.xml
 - * SkinDefinition_custom_small.xml
 - * SkinDefinition_custom_wide.xml
2. Under "TOOLBAR GRAPHICS", uncomment the line for the number of quickslot bars desired. Comment all other lines.
3. Under "TOOLBAR SIZING", uncomment the line for your screen resolution.
 - * Alternatively calculate the proper X and Y positions for ID="ToolbarField" based on your resolution and update those values. Use letterbox_size.ods to help with calculations. Comment all other lines.
4. If desired, uncomment the PanelFile and Element lines under "DOCKED QUICKSLOTS". Calculate the proper X and Y positions for ID="Toolbar_Quickslot_Extended_Scaler" based on your resolution and update those values. Use letterbox_size.ods to help with calculations.
5. Save the modified SkinDefinition.xml file.

A single default toolbar graphic is provided with 2 quickslot bars and referenced in SkinDefinition_default.xml.

A total of 5 custom tiny toolbar graphics are provided and referenced in SkinDefinition_custom_tiny.xml.

- * Custom Tiny (2 quickslot bars): vellum_bottom_custom_tiny_2.tga
- * Custom Tiny (3 quickslot bars): vellum_bottom_custom_tiny_3.tga
- * Custom Tiny (4 quickslot bars): vellum_bottom_custom_tiny_4.tga
- * Custom Tiny (5 quickslot bars): vellum_bottom_custom_tiny_5.tga
- * Custom Tiny (6 quickslot bars): vellum_bottom_custom_tiny_6.tga

A total of 4 custom right toolbar graphics are provided and referenced in SkinDefinition_custom_right.xml.

- * Custom Right (no quickslot bars): vellum_bottom_custom_right_0.tga
- * Custom Right (4 quickslot bars): vellum_bottom_custom_right_4.tga
- * Custom Right (6 quickslot bars): vellum_bottom_custom_right_6.tga
- * Custom Right (8 quickslot bars): vellum_bottom_custom_right_8.tga

A total of 5 custom small toolbar graphics are provided and referenced in SkinDefinition_custom_small.xml.

- * Custom Small (2 quickslot bars): vellum_bottom_custom_small_2.tga
- * Custom Small (3 quickslot bars): vellum_bottom_custom_small_3.tga
- * Custom Small (4 quickslot bars): vellum_bottom_custom_small_4.tga
- * Custom Small (5 quickslot bars): vellum_bottom_custom_small_5.tga
- * Custom Small (6 quickslot bars): vellum_bottom_custom_small_6.tga

A total of 3 custom wide toolbar graphics are provided and referenced in SkinDefinition_custom_wide.xml.

- * Custom Wide (4 quickslot bars): vellum_bottom_custom_wide_4.tga
- * Custom Wide (6 quickslot bars): vellum_bottom_custom_wide_6.tga
- * Custom Wide (8 quickslot bars): vellum_bottom_custom_wide_8.tga

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== VERSION HISTORY =====
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v1.1 - added right custom toolbar, fixed small graphics issues
v1.0 - initial release for Volume 3, Book 2 (Free to Play)

Version 1.1 (1 April 2011)
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Updated toolbar graphics for:

- * toolbar with buttons positioned on the right
- * fixed small graphics issues

Version 1.0 (18 Nov 2010)
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Initial release.