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Also, apparently appare - Marco - 2022-09-30T22:33:48+00:00 If it's an .osk file you can drag it into the osu! window directlyIf it's a .zip or .rar you have to extract it into the Skins folder inside your osu! folder (C:\Users\\AppData\Local\osu! is the default location) Kaaruumii 2022-09-30T23:17:23+00:00 This site: -> the only 100% trusted site by staff here and just like marco said, just drag osk into osu and extract zip to your skins folder OPATASH! Autranaut Joined November 2021 Topic Starter Autranaut 2022-10-01T02:14:03+00:00 This site: -> the only 100% trusted site by staff here and just like marco said, just drag osk into osu and extract zip to your skins folderIs there a way to enable a skin for one mode but not another? I found some packs which have sweet mania skins but ugly taiko/catch ones.Edit: Also, are these "chromatic alteration" skins safe to use for actual gameplay? Last edited by Autranaut 2022-10-01T02:23:18+00:00, edited 1 time in total. Zelzatter Zero Joined October 2016 Zelzatter Zero 2022-10-01T02:23:18+00:00, edited 1 time in total. 04T09:38:16+00:00 Is there a way to enable a skin for one mode but not another? I found some packs which have sweet mania skins but ugly taiko/catch ones.Edit: Also, are these "chromatic alteration" skins safe to use for actual gameplay?1. You can always switch skins each gamemode you play, or you can also learn how to mix skins.2. You mean the one made for colorblind players with specific color scheme? If you have trouble distinguishing certains colors I don't see why not. show more 1 install the game click the button above to download the installer, then run it! 2 get an account follow the prompts when starting the game to sign in or make a new account 3 get beatmaps browse the vast 2025-06-23T04:28:12+00:00 2025-06-23T00:50:08+00:00 2025-06-23T00:36:56+00:00 2025-06-22T15:01:15+00:00 2025-06-20T19:24:48+00:00 2025-06-19T23:10:25+00:00 2025-06-19T00:53:13+00:00 2025-06-18T19:19:57+00:00 2025-06-17T23:12:20+00:00 2025-06-20T19:24:48+00:00 2025-06-20T19:24:4 $2025-06-17T12:05:14+00:00\ 2025-06-16T14:36:20+00:00\ 2025-06-14T10:32:47+00:00\ 2025-06-14T10:32:47$ $24T20:04:50+00:00\ 2025-06-24T16:03:30+00:00\ 2025-06-24T16:03+00:00\ 2025-06-24T16:03+00:00\ 2025-06-24T16:03+00:00\ 2025-06-2$ 14T22:32:44+00:00 last reply by YukiYukinoshita 2025-06-14T19:39:26+00:00 2025-06-14T19:59:44+00:00 2025-06-13T19:55:44+00:00 2025-06-13T19:55:44+00 14T05:06:36+00:00 2025-06-08T10:27:08+00:00 last reply by spaceman_atlas 2025-06-07T10:44:21+00:00 2025-06-06T08:06:33+00:00 2025-06-04T16:15:21+00:00 2025-06-04T16:15:21+00:00 2025-06-04T16:15:21+00:00 Depuis la version 2.5, les skinners peuvent personnaliser entièrement les notes et la scène du mode osu!mania en utilisant le fichier skin.ini. Voici ce qu'osu! reconnaîtra si l'on choisit de ne pas utiliser le fichier skin.ini pour plus de personnalisation. Voir également : Skinning/FAQ § Hiérarchie de l'écran de classement mania-hit0.png Toutes Normal Centre - Notes : Nom de l'animation : mania-hit0-{n}.png. Cet élément joue une animation en boucle fixée à 60 FPS. Si un chemin personnalisé est utilisé, l'écran de classement utilisera le fichier dans le dossier racine à la place de l'élément désiré. mania-hit50-{n}.png. Cet élément joue une animation en boucle fixée à 60 FPS. Si un chemin personnalisé est utilisé, l'écran de classement utilisera le fichier dans le dossier racine à la place de l'élément désiré. mania-hit100.png Toutes Normal Centre - Notes : Nom de l'animation : mania-hit100.fn}. Si un chemin personnalisé est utilisé, l'écran de classement utilisera le fichier dans le dossier racine à la place de l'élément désiré. mania-hit100.png Toutes Normal Centre - Notes : Nom de l'animation : mania-hit100-fn}. hit200.png Toutes Normal Centre - Notes : Nom de l'animation : mania-hit200-{n}.png. Cet élément desiré. mania-hit200-{n}.png. Cet élément tuilisera le fichier dans le dossier racine à la place de l'élément désiré. mania-hit200-{n}.png. Cet élément desiré. mania-hit300-{n}.png. Cet élément joue une animation en boucle fixée à 60 FPS. Si un chemin personnalisé est utilisé, l'écran de classement utilisera le fichier dans le dossier racine à la place de l'élément joue une animation en boucle fixée à 60 FPS. Si un chemin personnalisé est utilisé, l'écran de classement utilisera le fichier dans le dossier racine à la place de l'élément désiré. comboburst-mania.png Toutes (voir les notes) Normal Bas gauche Hauteur max : 768px Notes : Pour avoir plusieurs combobursts, utilisez : comboburst-mania-{n}.png. Une des images du set apparaîtra lorsqu'une étape de combo sera atteinte. Ces combobursts sont spécifiques au mode osu!mania Ils peuvent être désactivés dans les options. Contrairement aux combobursts des modes osu! et osu!catch, il ne faut pas couper les bords de ce set d'images. mania-key1.png Toutes Normal Bas 50x107 Notes : Ceci est l'état inactif. Cet élément sera étiré ou compressé pour être adapté à la largeur de la colonne. mania-key1D.png Toutes Normal Bas 50x107 Notes : Ceci est l'état actif. Cet élément sera étiré ou compressé pour être adapté à la largeur de la colonne. mania-key2.png Toutes Normal Bas 50x107 Notes : Ceci est l'état inactif. Cet élément sera étiré ou compressé pour être adapté à la largeur de la colonne. de la colonne. mania-key2D.png Toutes Normal Bas 50x107 Notes : Ceci est l'état actif. Cet élément sera étiré ou compressé pour être adapté à la largeur de la colonne. mania-keySD.png Toutes Normal Bas 50x107 Notes : Ceci est l'état actif. Cet élément sera étiré ou compressé pour être adapté à la largeur de la colonne. mania-note1-{n}.png. Ces éléments sont mis à l'échelle pour s'adapter aux différentes colonnes. Si la largeur de la colonne diffèrent : la plus petite est correctement mise à l'échelle et les autres sont compressées pour correspondre à sa hauteur. Les notes peuvent être manuellement étirées via la commande WidthForNoteHeightScale dans le fichier skin.ini. mania-note2.png Toutes Normal Bas - Notes : Nom de l'animation : mania-note2.fn}.png. Ces éléments sont mis à l'échelle pour s'adapter aux différentes colonnes. Si la largeur des colonnes diffèrent : la plus petite est correctement mise à l'échelle et les autres sont compressées pour correspondre à sa hauteur. Les notes peuvent être manuellement étirées via la commande WidthForNoteHeightScale dans le fichier skin.ini. mania-noteS.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteS-{n}.png. Ces éléments sont mis à l'échelle pour s'adapter aux différentes colonnes. Si la largeur des colonnes diffèrent : la plus petite est correctement mise à l'échelle pour s'adapter aux différentes colonnes. Si la largeur des colonnes diffèrent : la plus petite est correctement mise à l'échelle pour s'adapter aux différentes colonnes. skin.ini. mania-note1H.png Toutes Normal Bas - Notes : Nom de l'animation : mania-note1H-{n}.png. Par défaut, ceci est aussi la fin de la note. Quand il est utilisé comme fin de note, cet élément est retourné par défaut en version 2.5. Ce comportement peut être désactivé en inscrivant 0 en face de la commande NoteFlipWhenUpsideDownT. Ces éléments sont mis à l'échelle pour s'adapter aux différentes colonnes. Si la largeur des colonnes diffèrent : la plus petite est correctement mise à l'échelle et les autres sont compressées pour correspondre à sa hauteur. Les hold notes peuvent être manuellement étirées via la commande WidthForNoteHeightScale dans le fichier skin.ini. manianote2H.png Toutes Normal Bas - Notes : Nom de l'animation : mania-note2H-{n}.png. Par défaut, ceci est aussi la fin de la note. Quand il est utilisé comme fin de note, cet élément est retourné par défaut en version 2.5. Ce comportement peut être désactivé en inscrivant 0 en face de la commande NoteFlipWhenUpsideDownT. Ces éléments sont mis à l'échelle pour s'adapter aux différentes colonnes. Si la largeur des colonnes diffèrent : la plus petite est correctement mise à l'échelle et les autres sont compressées pour correspondre à sa hauteur. Les hold notes peuvent être manuellement étirées via la commande WidthForNoteHeightScale dans le fichier skin.ini. mania-noteSH Toutes Normal Bas Notes : Nom de l'animation : mania-noteSH-{n}.png. Par défaut, ceci est aussi la fin de la note. Quand il est utilisé comme fin de note, cet élément peut être désactivé en inscrivant 0 en face de la commande NoteFlipWhenUpsideDownT. Ces éléments sont mis à l'échelle pour s'adapter aux différentes colonnes. Si la largeur des colonnes diffèrent : la plus petite est correctement mise à l'échelle et les autres sont compressées pour correspondre à sa hauteur. Les hold notes peuvent être manuellement étirées via la commande WidthForNoteHeightScale dans le fichier skin.ini. mania-note1L.png Toutes (voir les notes) Normal Bas - Notes : Nom de l'animation : mania-note1L-{n}.png. L'animation commence à se jouer lorsque la hold note est pressée et s'arrête lorsqu'elle est relâchée. Le NoteBodyStyle change le comportement de ces éléments. Les notes peuvent être manuellement étirées via la commande WidthForNoteHeightScale dans le fichier skin.ini. mania-note2L.png Toutes (voir les notes) Normal Bas - Notes : Nom de l'animation : mania-note2L-{n}.png. L'animation commence à se jouer lorsque la hold note est pressée et s'arrête lorsqu'elle est relâchée. Le NoteBodyStyle change le comportement de ces éléments. Les notes peuvent être manuellement étriées via la commande WidthForNoteHeightScale dans le fichier skin.ini. mania-noteSL.png Toutes (voir les notes) Normal Bas - Notes : Nom de l'animation : mania-noteSL-{n}.png. L'animation commence à se jouer lorsque la hold note est pressée et s'arrête lorsqu'elle est relâchée. Le NoteBodyStyle change le comportement de ces éléments. Les notes peuvent être manuellement étirées via la commande WidthForNoteHeightScale dans le fichier skin.ini. mania-note1T.png Toutes Normal Bas - Notes : Nom de l'animation : mania-note1T-{n}.png. Ces éléments sont utilisées à la place. Par défaut, ces éléments sont retournés en version de skin 2.5 et plus. Ce comportement peut être désactivé en inscrivant 0 en face de la commande NoteFlipWhenUpsideDownT. Ces éléments sont mis à l'échelle pour s'adapter aux différentes colonnes. Si la largeur des colonnes. Si la largeur des colonnes diffèrent : la plus petite est correctement mise à l'échelle et les autres sont compressées pour correspondre à sa hauteur. Les notes peuvent être manuellement étirées via la commande WidthForNoteHeightScale dans le fichier skin.ini. mania-note2T.png Toutes Normal Bas - Notes : Nom de l'animation : mania-note2T-{n}.png. Ces éléments sont utilisées à la place. Par défaut, les head notes sont utilisées à la place. Par défaut, les head notes sont utilisées à la place. Par défaut, ces éléments font partie de la fin de la hold note. Par défaut, les head notes sont utilisées à la place. Par défaut, ces éléments font partie de la fin de la hold note. Par défaut, les head notes sont utilisées à la place. être désactivé en inscrivant 0 en face de la commande NoteFlipWhenUpsideDownT. Ces éléments sont mis à l'échelle pour s'adapter aux différentes colonnes. Si la largeur des colonnes diffèrent : la plus petite est correctement mise à l'échelle pour s'adapter aux différentes colonnes. étirées via la commande WidthForNoteHeightScale dans le fichier skin.ini. mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'animation : mania-noteST.png Toutes Normal Bas - Notes : Nom de l'anim comportement peut être désactivé en inscrivant 0 en face de la commande NoteFlipWhenUpsideDownT. Ces éléments sont mis à l'échelle et les autres sont compressées pour correspondre à sa hauteur. Les notes peuvent être manuellement étirées via la commande WidthForNoteHeightScale dans le fichier skin.ini. mania-stage-left.png Toutes Normal Bas droite Hauteur max : 768px Notes : Cet élément est situé sur le côté gauche du/des stage(s). Cet élément est étiré pour correspondre à la hauteur du stage (II est possible d'utiliser des images plus courtes). mania-stageright.png Toutes Normal Bas droite Hauteur max : 768px Notes : Cet élément est situé sur le côté droit du/des stage(s). Cet élément est étiré pour correspondre à la hauteur du stage (Il est possible d'utiliser des images plus courtes). mania-stage-bottom.png Toutes Normal Bas - Notes : Cet élément est 0.625x plus petit que la largeur du stage. Nom de l'animation : mania-stage-bottom-{n}.png. Situé en bas (ou en haut, si le stage est inversé) du/des stage(s). Cet élément ne sera pas étiré pour correspondre à la largeur du stage ! Cet élément doit être conçu pour une hauteur de zone de jeu de 480px. Cet élément se superpose par dessus tout le stage, même par dessus les notes. mania-stagelight.png Toutes Multiplicatif Bas Hauteur max : 768px Notes : Nom de l'animation : mania-stage-light-{n}.png. Cet élément est placé sous les notes. Par défaut, il est de couleur blanche. Utilisez la commande ColourLight pour le modifier. La position est définie par le fichier skin.ini Utilisez la commande LightPosition pour la modifier. mania-stage-hint.png Toutes Normal Centre - Notes : Cet élément est la représentation graphique de la judgement line. La judgement line est tracée au centre de l'image. Cet élément est dessiné sur toute la largeur du stage, et non pas pour des colonnes individuelles. Cet élément est étiré pour correspondre à la largeur du stage. (il est possible d'utiliser des images moins large) mania-warningarrow.png Toutes Normal Centre - Notes : Cet élément doit pointer vers le bas. Cette image est automatiquement inversé horizontalement si le stage est automatiquement inversé. Cet élément est toujours présent avant le début d'une beatmap, s'il y a suffisamment de temps. lightingL.png Toutes Additif Centre - Notes : Nom de l'animation : lightingL-{n}.png. Cet élément est l'éclairage pour les hold notes. Cette image est inversé de haut en bas. Cet élément est positionné là où le centre de la judgement line croise le centre d'une colonne. lightingN.png Toutes Additif Centre - Notes : Nom de l'animation : lightingN-{n}.png. Cet élément est positionné là où le centre de la judgement line croise le centre d'une colonne. posted 2011-04-27T15:12:06+00:00 show more MLGnom Joined October 2008 Topic Starter MLGnom 2011-04-27T15:12:06+00:00 In progress, please wait patiently. (I'm busy with work lately, so it might take some time)Parts within [x] are done. But still if you have any questions, go ahead and ask, I will answer them for sure. Well nice decision, but remember skinning can be little hard for a newbie. In the beginning of making any skin, you should have : Beginner skills with any program that supports transparency (Photoshop, GIMP, Paint.NET, others) Patience (skinning can take a little time) An idea! Yes, this is important thing. Try be clever while making your skin. And of course you need something with you can start work... Here, a find your "Skins" folder that must be inside your osu! directory. To start creating new skin, install template (download it and just open, osu! will do the rest) rename template folder to your skin name and start editing it. (or copy template skin if you will need it for something). Actually we have skinning elements for all four game modes : osu! standard Catch the beat, Taiko, osu!maniaTogether there will more than 200 elements to edit (without animations). But don't be scared with the amount of files. You are going to add it's completely up to you. Every part that you won't change, will be taken from default skin. You are free to add different folders with alternative parts into your skin, osu! won't care if they are there or not. Old style skinning is a style that was used by old default skin (before March 2013). With "March 2013 update" peppy introduced new default skin (before March 2014). and it's new behaviours and parts. There were few important changes like new spinner, countdown, hitbursts, ranking-panel behaviour. Nore about these parts you can read about later. To active new skin behaviour. Never post a skin with another user's skinning element(s) with or without permission from the original author. The only exception to this are sounds. They can be used from other skins, even without explicit permission from the skinner. It would, however, be respectful of you to credit the original skinner. You can make skin mashups (a skin with elements from other skins), but keep them to yourself. You are not allowed to post skin mashups, mixed skins, edits, etc. on the forums. If you want to share them, put them in your user signature or userpage (this requires osu!supporter).osu! allows to create animations for some elements. To create animation all you will need to do is creating frame by frame and naming them by -0.png, -1.png, -2.png etc. You are not limited to amount of frames. Exception is only sliderb0, sliderb1, sliderb2 etc. followpoint fruit-ryuuta menu-back play-skip scorebar-colour sliderfollowcircle taiko mascot taikocircleoverlay taikobigcircleoverlay hitbursts (300, 100, 50, miss) hitcircleoverlay sliderb Probably few more, will add them when found. If your animation is too fast, you can fix that in 2 ways. First, try to make them longer by doubling frames. For example frame 0 and 1 are the same picture (so picture will last 2 frames), frame 2 and 3 are second etc. This will make animation slightly slower. But it won't work on menu-back and hitbursts. In that case you need to use "AnimationFramerate" option. Read more about it in skin.ini part.Normal - Kind of skin, that skinner creates as he/she wish. Follow or don't follow template sizes. These are often colourful and creative. May different animations. Typical skin for casual player. Simplified - This kind of skin is directed to a players who dislike distractions, but like to see some things. Skins like this often have minimized size of hitbursts (300,100, 50 etc.), size of parts aren't larger than template's, less colourful, less animations. "PRO" skins - This kind of skin it totally focused on removing any distractions that skin can provide. Skins like this contains transparent hitcircle. For CtB skins is important to keep droplets large (but not huge) and visible. These are small and is easy to miss. For catcher you must be careful with plate size. If you make it too short, player won't be able to play correctly with it since "catching" area is shorter than plate.VERY IMPORTANT in taiko skinning is that you must make Don (red notes) and Katsu (Blue notes) visible as possible. Taiko is dynamic game mode and you don't have time to think if it's a Don or Katsu. Still gathering data. Sorry! If someone can provide some info about important things while making osu!mania skins, go ahead and post them here. Probably some of you perverts would like to make a skin that will contain mature content. Case is simple, if you are going to post a skin that have it, you are only allowed to post R-15 "ecchi" (suggestive, visible underwear, swimsuits/bikini etc.and you need to avoid adding characters with really skimpy clothing). Also you must add warning that your skin have these. You are NOT allowed to post skins that contains any R-18 (nudity, pornography etc.) in skinning subforum. If you post somewhere else in osu! community be aware that you might be punished for that. (But if you release it outside osu! community nobody will hunt you).Skin.ini is a necessary file of any skin. It contains several major options of the skin, creator name and name of a skin that show up in osu! Let me explain every line of the skin.ini.Skin.iniName - just put the name and version of your skin here .Author - if it's your skin your name should be here. Version: 1/2 Forces osu! to use old/new style behaviour. Sliderball will just move backwards after reverse arrow. Explained below. - Sliderb with turned off flip [0] - Sliderb with turned on flip [1]CursorRotate - 0/1 controls whether the cursor rotates or not.CursorTrailRotate: 0/1 - controls whether the cursor expands when clicking.CursorCentre - 0/1 while turned off the action point of the cursor will be in the top left corner of the image, rather than the center.SliderBallFrames - amount of sliderball frames(pictures) used in the skin.HitCircleOverlay/ComboBurstRandom : 0/1 - makes combobursts appear in a random sequence.AnimationFramerate: "Number of frames" -Defaults to playing all available frames per second. Applies to all animated sprites except slider ball, hitbursts. The lower animation will be CustomComboBurstSounds: 50,100,200,300,400,500 etc. - Originally this option was intended for Taiko, since you can't change combobursts combo. Combo sound will be played at specified combo number. For example, we set CustomComboBurstSounds: 20,60,150,432,864,1000 - combo sound/sounds will be played at combo : 20,60,150,432,864,1000. SpinnerFadePlayfield: 0/1 - If this is set to 0, background of spinners will be transparent (you will be able to see map playfield/video). Example how it's work. SpinnerFadePlayfield: 1 and SpinnerFadePlayfield: 0 SpinnerNoBlink: 0/1 - When set to 1, it will stop spinners from "blinking" at top of the metre as they rise/peak.Slider style: 3 (Right now this one is disabled) Every colour is defined as a R,G,B palette.Combo colours - allows you to use skin hitcircle colours if the beatmap used default. You can use up to 8 colours.SliderBorder - changes colours of the slider TrackOverride: 150,25,25MenuGlow: 0,0,0 - changes the colour of glow around osu! logo in main menu. This is supporter only feature.SpinnerApproachCircle - Changes the colour of SpinnerApproachCircle.SpinnerBackground: 255,255,255 - You can use this option to change colour/dim of spinner background while using old style behaviour. Read more in this post.SongSelectActiveText: 0,0,0 - Changes text colour on actually selected difficult.SongSelectActiveText: 247,135,27SongSelectInactiveText: 0,0,0 Changes text colour on actually selected song (but not selected difficult).SongSelectInactiveText: 0,0,0 Changes the colour of star2.png (dropped by cursor) during breaks and kiai time. Hard to explain this correctly, read more about this in ziin's post.Normal star2.png : Changed colour with skin.ini (StarBreakAdditive: 0,255,0) :This allows you to manipulate the number images. About that "overlap", the higher it is - the closer the numbers are used for score and ranking. Also swapping prefixes can influence the custom skins in beatmaps. - "HitCirclePrefix : default" changing this to "score" allows you to use one kind of number. - "HitCircleOverlap: 3"- "ScorePrefix: score" - changing this to "default" allows you to use one kind of number. - "ScoreOverlap: 3"The main point of skinning. It's good to keep the image sizes the same as on the originals, but this is not a rule. I will present and explain every part of standard skin elements. Approach circle Approach circle is important part of gameplay. It is a circle that tells you when you need to hit a circle or preferably, white. While using "Hidden" mod approach circle is... well... hidden. It's recommended to keep shape of circle or something similar to it, since player may get confused. Few examples :Button-niddle, Button-rightThis is skin part for buttons that you can find in several places in osu!, like mods selection menu, beatmap options, multiplayer/match buttons etc. As you can see, every button is made of 3 parts. Left, middle and right. You need to be careful to made them at same height. To have correctly aligned parts remember that button-left must be connected to the right side of picture workspace and button-right to the left. While adding any pattern/objects to it, remember that in some places button is resized... it can look a little ugly.ComboburstsCombobursts are characters that appears at specific combo from left or right side of screen. Recommended size is 768x500px but you can do it wider. Remember to make the combobursts does not work well as osu! mirrors the images when they appear from the right side. To add several combobursts follow this naming rule : comboburst-0, combourst-1, comboburst-2, etc.I have noticed one thing, many people simply don't know how to correctly crop a character out of picture and they are just using magic wand tool and delete selected area... please don't do that! It often leave many white parts or even removes something from your character... If you don't know how to cut your character out of picture, please check these 2 small tutorial for "Simple Backgrounds" and Cropping tutorial for "Simpl update creating countdown should be a lot easier. You are not restricted by width of count pictures but height should always be 768 px. How positioning of counts works : Count 3 - Anchor position of it's at left side of picture will start here. Count 1 - Anchor position of it's at left side. position is at centre of screen. Centre of your picture will be here. So, with this you are able to create many different countdowns. But you need to remember about how they are layered. Count 3 is always on top, count 2 is behind and count 1 is covered by them. So it's kinda impossible to make stacked countdown (you know numbers that appears or previous one).Examples : (to be added)To countdown we can also add go.png and ready.png . Not much to say about these. You are not restricted by size so you can try to make something different than default "Go" and "Are you ready?". Example of different than default "Go" and "Are you ready?". Example of different go.png : Cursor trailCursor is most important part of standard mode skinning.Every player have their own opinion about cursors and what kind is the best.While making one you should do it in kinda different colour than skin uses, to make it visible as possibility to make cursors that acts as your Windows cursor.Examples of cursor : (more to be added) Default numbers and Score numbers. Might be a little complicated with combo 10 and up (Roman numbers for actual circles, as counter for act example, it's impossible to make 10 as X, 11 as XI etc.). Score numbers - Numbers used for score and your actual combo. You should try to make these large as template numbers. Too small may by hard to see, too large will complicate creating ranking panel. When you are using widescreen resolution, don't forget about people that plays on 4:3 aspect ratio. You can fix that by editing Score Prefix in skin.ini Examples of numbers a little larger and lifebar will start to cover them. You can fix that by editing Score Prefix in skin.ini Examples of numbers a little larger and lifebar will start to cover them. clicked circle, slider, spinner. In other words - 300,100,50 and miss. This is very important part of standard mode skin. It can really affect how can you play (or think you are playing ^^;). NEVER do them larger than template hitbursts (I haven't meet a person that would like them being huge). Let's begin with small gameplay explanation how you are getting 300k or 300g.300.png - you are getting this one for correct hit at note/full slider or finished spinner.300k.png/100k.png - "Katu" is for hitting last note incorrectly).300g.png - "Geki" is for correct hit at last note of combo chain but you have gained 300 for every note in combo chain)As you know from "Basics" section, people have different preferences. Making small or blank hitbursts it's kinda easy but making something creative but still not that distractive might be a little harder. I will show few examples :Hitbursts can be animated, simply like other animations - hit300-0.png, hit300-1.png,hit300-2 etc. but remember that animation will be fast and is not affected by "Animation Framerate" from skin.ini.Hitcircle overlay Hitcircle and Hitcircleoverlay Hitcircle and Hitcircleoverlay are another key parts of standard skinning. Together with default-numbers creates standard hit note : While making hitcircle and Hitcircleoverlay since can make it unreadable. Some people likes when hitcircle it's semi-transaprent, it helps them read streams etc. Hitcricleoveraly - use it to make them in whatever way/colour you want. Remember to make it slightly larger than hitcircle. Few examples of hit notes : HitcircleselectHitcircleselect is a sprite for "selected object" in beatmap editor.It's a blue glow on the picture.Lighting is part of hitcircle. It appears behind hitcircle after hitting it. You can also see it behind circle when beatmap have kiai time.Please, try to avoid making it very large, since it's expanded after appearing. If you want it to be visible behind hitcircle in kiai time, simply make it a little larger than hitcircle. In default skin it's just a glow :Lighting is also visible in kiai time while playing CtBExamples of lighting : Menu-backButton that appears in any menu (options, osu!direct, special mode select). This is one of few parts that have size restricted. If you make it any larger than template, part of it will be outside screen. You can also animate it.Examples : Menu-button-background for beatmaps info. While making menu-button-background you must remember about few things. Don't make it too large because it will look ugly when things start to overlap. It's coloured differently, try making it grayscaled or just avoid using too much of dark colours. You can try to be clever while making "bars" for songSelectInactiveText and SongSelectInactiveText and songSelecActiveText. And few exmaples : Pause/Fail screenSkinning pause or fail screens it easy. Only few elements are used and it's widescreen compatible. So, let's begin with background. If it's a personal skin, use your osu! resolution as size (as long as it uses more than 768px height). If you are going to make public skin, you can do 2 versions of it - one in 1366x768 size, second in 1024x768 but using 1366x768 is the safest option since on lower width resolutions, sides of picture are cut (while 1024x768 have black bars at sides). These aren't restricted by size and clickable area is resolution of picture. Examples of fail : Playfield Playfield. Actually it appears really rarely, only on old maps that doesn't have their backgrounds. But it also serve a purpose of ranking-panel background. But I will tell more about this in ranking-panel section.Playfield is widescreen bg on 4:3 it's adding black bars from upper and bottom panels.Default playfield : Play-skipSimilar part to menu-back with one exception, is not restricted by size. Used to skip beginning of some beatmaps. This part can be animated. Default :Examples : Play-warningarrowWarring arrow that appears at the end of section break (pass or fail), in pause menu - pointing at actually selected button (appears at the end of section break (pass or fail), in pause menu - pointing arrow that warning arrow appears from both sides, right side is mirrored.Default :Examples : Ranking panel uses many skin which you can create pretty nice thing.Default :Examples : Ranking-Etters - It's not hard to do them. Just don't make them freaking huge. Remember ranking-SH - Platinium S, ranking-XH - Platinium S, ranking-XH - Platinium S, ranking-XH - Platinium S, ranking-Etters - It's not hard to do them. Just don't make them freaking huge. Remember ranking-Etters - It's not hard to do them. Just don't make them freaking huge. SS.Ranking-accuracy and maxcombo - As the name says. Personally I recommend to make them blank and add "Max Combo" and "Accuracy" by yourself on raking-panel. It's just easier to position them.Ranking buttons (retry,back,replay) - Similar part to pause buttons. Ranking-graph - This one is kinda size and position restricted. Easiest way to make it, is by using default one, since you won't have problems with correct position to fit actually showed graph.Ranking-perfect - You can make it in whatever way you want, add text or picture. Be aware that sometimes you will need to do minor positioning.Ranking-winner - A small box. (Your Rank', Ranking-winner - A small box.) that shows winner of multiplayer match.Ranking-panel - the heart (:3) of ranking. It's not restricted by size (but is restricted by position), so fell free to experiment. Like I said in "score numbers" part, you must remember that is hard to fit large numbers into ranking spaces. I recommend to test your ranking on long maps that have high combo (for example paraparaMAX I, just check out someone's score). Background of ranking - After widescreen update, creating ranking panel of 1024x768 size to cover whole screen doesn't work well. Instead now the main role of background takes playfield.pngExamples of ranking : Scorebar (lifebar)This is troubling for most of the skinners if they want to make lifebar different than the original. That's because scorebar-colour has different anchor position for scorebar-background. Blue lines show the anchor position for scorebar-background blue lines show the anchor posit (for widescreen). Scorebar-colour can be animated.Default lifebar :Interesting thing about scorebar-background is lack of size restriction with you can use to make some kind of border for combo or score. I will provide example, so this should be easier to understand :This is more like option for personal use, since you need to make it in your aspect ratio size. For this example was 1311x768, for 16:9 will be 1366x768 etc.Some people might like this option since someone would like to cover score or something. Be aware that scorebar-background is a highest layer of gameplay which means it will cover any other aspect of screen.Scorebar-ki/kidanger2 - part of lifebar that's goes with your actual life. Ki is from 50-100% of life, kidanger appears at 25-50% life, kidanger2 appears when player have less than 25% of life. Examples of life. Ki appears when player have less than 50% of life. Examples of life. Exam life. Nothing special about these, they don't have size restrictions so fell free to make them larger. Default : And of course examples : Pass: Fail: Mod iconsAs name says, icons for addition-mod-hardrockselection-mod-hardrock suddendeathselection-mod-perfect - Icon for perfect mode. Click hold on sudden death icon and drag away double time mod icon.selection-mod-hiddenselection-mod-hiddenselection-mod-fadein - osu!mania mod, just press on hidden while in osu!mania game mode.selection-mod-flashlightselection-mod-relax2 - Autopilot iconselection-mod-relax2 - Autopilot iconselection-mod-taiko.It might be a little hard to work on such a small area, using "unsharp mask" filter can make your icons more readable. You can change their size, but remember that too big icons might overlap with list of parts that are related to slider :Sliderball - While making it, avoid making it larger than slider, it may look a little bad. Sliderball can be animated but naming is a little different that other animations - sliderball, sliderball can be animated. Reversearrow Arrow that bounce our sliderball. If you are going to use something else than arrow, remember to make it visible.Sliderpoint10 - A number of points that appears when you catch slider tick with sliderball.Sliderpoint30 - A number of points that appear on sliders. points that appears when you hit start of slider correctly and when sliderball hit reverse arrow.SliderStyle - Allows you to change inner part of slider : Spinner and everything related to itBecause spinner uses several parts, I will do another list...Spinner-approachcircle Work in similar way as approach circle but this one can tell you how long is spinner-circle. Default spinner to include something that will allow player to find centre of spinner, you can add this here or on spinner-circle. Default spinner background is 1023x692, but you can change it to full screen version (1024x768). Spinner-clear - Text that appears whenever you have spined long/fast enough to pass spinner. Spinner-metre - Progress bar of every spinner. You need raise it to certain point to pass spinner. Same as background, size is 1023x692 but you can change it. Spinner-spin - Text that simply tells you to spin through spinner. Various options in skin.ini - Just look into skin.ini section. Default spinner: Examples of spinner: Other partsFew other parts : Follow-point - Special element that direct you to another hitircle/slider of the same combo chain. Appears only at longer distance between notes. It's good to make it a little larger and colourful to make it visible. Menu-background.jpg - Background for main manu. This part is only loaded/available for osu! supporters. You will also see it in options, multiplayer match background and osu!direct background. This is the only skin element that must be in .jpg extension. You can easily change it by just dragging a picture and dropping it in main menu window, it will create/replace menu-bacground in you current skin. If you have created picture of size 1366x768, it will be cut from left at lower width resolutions. Example : Play-unranked - Skin elements for most of tabs that you can find in game. Small-letters - Small letters know as : ranking-D-small, ranking-C-small etc. You can find these in 3 places. In beatmaps ranking, song select panel and near score while having a section break in beatmap. Typically these are sliced by half when difficulty is 4,5 or something, you can use this to create "10 stared" difficulty", see this in example below. Star2 - "Stars" that are dropped from cursor in breaks, kiai time, while playing with relax or autopilot mod. Also used by kiai fountain and appears together with comboburst. To be added...I will explain here with one element and where it's applied in gameplay. TaikoTaiko character aka "pippidon" - It can be easily animated in similar way as sliderball. All character "actions" explained below.- pippidonkiai1, pippidonkiai2, pippidonkiai1, pippidonkiai2, pippidonclear0, pippidonclear1, pippidonclear2 etc. - character animation while player pass past combo milestone (50, 100, 200, etc.) and after correctly cleared spinner-warning - Warning about spinner that appears on taiko bar. Taiko-bar-right and Taiko-bar-right-glow · Right part of taiko bar. "Glow" bar appear in kiai time. Taiko-bar-right-glow : Taikohitcircle overlay - It's almost same thing like hitcircle-overlay with one difference, Taikohitcircleoverlay - It's almost same thing like hitcircle and Taikobigcircle and Taikobigcircle and Taikobigcircle and Taikohitcircleoverlay - It's almost same thing like hitcircleoverlay can be animated. Taikobigcircle and Taikobigci drum-inner and Taiko-drum-outer - Red and Blue button indicators on left taiko bar. Taiko-roll-end and Taiko-roll-middle - It's taiko as standard hitbursts 300,100,50 etc. Taiko-glow - Appears behind "hitting" area in kiai time. Taiko-roll-end and Taiko-roll-middle - It's taiko slider. Please note that taiko-roll-middle is "copied" to fit length of slider. (That's why it's only 1px width). Taiko-slider and Taiko-slider and Taiko-slider and Taiko-slider and Taiko-slider. They aren't restricted by length, so with right idea you can make something nice. Taiko-slider and Taiko-slider and Taiko-slider. They aren't restricted by length, so with right idea you can make something nice. Taiko-slider and Taikofiles.osu!maniaLet's start with skin parts.LightingN - Lighting that appear when you hit a note on judgment bar (named that correctly?). Can be animated, through it's for "slider" notes.mania-hit0, 50, 100, 200, 300g - Hitbursts for osu!mania. You can animate them, but remember these ar really fast, so you need to be cleaver to make them visible. Animation isn't looped, that means it is long as many sprites you did.mania-key1 /2/S - Skin for buttons. Be careful with using patterns on it. Because later in .ini files you might set length of buttons that can make patterns stretched. Special button is used in 7k/8k game mod.maniakev1D/2D/SD - Skin for buttons while pressed. Same as above.mania-note1/2/S - Skin for mania notes.mania-note1H/2H/SH - Skin for end parts of "slider". This one can be animated.mania-stage-hint - know as judgment bar. Place where you need to hit note correctly. If you have problems with correct position of it use judgment line that you can set in .ini files.mania-stage-left/right - A left/right part of mania playfield. They aren't restricted by size, so you can make neat sides by adding something more than border. If you will use it just for border, do a smaller part - rest will be repeated from upper part of screen to bottom. But if you are going to something larger, set height at 768px and width of your preference.mania-stage-light - special light that appears on column width, making them wide will force game to resize it to size of column. Better make higher than wider. selection-mod-key4/5/6/7/8 - mod icons for mania key mods.special-mania - osu!mania icon is special mode select.[/list]To be added...All that the user will need to do is open the file with osu!. You need to create one from the skin selection screen, or manually with the steps below. Creating .osk file with WinRARCreating .osk file with 7-ZIPIn short : You need to create .zip archive and simply change extension to .oskTo be added...First delete all not skinned parts, we don't need them. Next you need to create archive (zip, rar, 7z or .osk file with is recommended) and upload it somewhere. Mostly people prefer direct download. You can use other sites for upload). If you don't know how to make friendly looking thread use this template. Template by Dragvon[General]Skin Name: Your skin is based at. Version: Self-explanatoryTags: This can make finding your skin easier. Download: Put download link here. [Data]Size: Aprox. size of you skinIs it fully skinned? Yes/No. (Gameplay/Menu/Taiko/Catch the Beat - only?)Screenshots: Screenshots go here. (Adding a spoilerbox is usefull for people with slow connections)Video preview : (If you have one)[Misc]Creator's comment: Self-explanatory.Updates: Leave your updates here (Again, a spoilerbox could be very usefull here)Requests: Since no one is perfect, you can use this to request help to your skin Don't forget about screenshots. (people wants to see your skin before downloading). You can use this to request help to your skin Don't forget about screenshots. Of course the information listed here only shows how things work and what is important. The rest depends on your photoediting skills. And geez... don't be shy if you don't know how to make something. Feel free to ask me or other people who can help you. Last edited by RockRoller 2020-09-10T11:01:21+00:00, edited 118 times in total. James 2250 osu! Alumni Joined July 2008 James 2250 2011-04-28T08:08:16+00:00 Edited a few things (made some parts easier to read and changed a few comments on it: default x . , % never need to be skinned as they will not be used in game, combo bursts should never exceed 500 width etc) Stickied as has some nice info for beginners here~ Definition of James 2250: modding machine who is better than kawaii Dragvon osu! Alumni Joined June 2009 Dragvon 2011-04-28T19:16:44+00:00 Awesome.Add also "How to use .osk"In short, rename a .zip skin into .osk osu! can deal with the rest MLGnom Joined October 2008 Topic Starter MLGnom 2011-04-28T23:53:21+00:00 Awesome.Add also "How to use .osk"In short, rename a .zip skin into .osk osu! can deal with the restHah I knew there is something like this but I forgot the extension. ^'Added with mini tutorial for 7-Zip/WinRAR. ziin Joined January 2010 ziin 2011-04-29T03:53:18+00:00 A few additions, and clarifications. Nice job though.SliderTrackOverride: 255,0,255StarBreakAdditive: 255,255,255Adds a certain amount of color to star2 during breaks. I do not know how much the star break subtracts from the red channel by default, but I would imagine it's somewhere around 25-50. The only thing it's really good for is removing this default behavior, because usually star2 is completely white, making it impossible to recolor the image by adding to the color.f) CursorCentre - while turned off the cursor will work like the original system cursor.f) CursorCentre - If off, the action point of the cursor will be in the top left of the sliders touch.My user page/links to my guides MLGnom Joined October 2008 Topic Starter MLGnom 2011-04-29T11:29:37+00:00 What a shame...I was wondering why SliderTrackOverride and SpinnerApproachCircle doesn't work for me, I just forgot to remove "//".: 255192 + 72 > 255So it will be the color [226,255,255], a very light cyan. As time goes on, the star itself fades out.Note that these are only the stars that fall from your cursor during the breaks. I just use white all the time in my skin, but the default skin uses a pinkish color, I presume to be [255,192,192]. It's only gay if the sliders touch.My user page/links to my guides MLGnom 2011-09-04T07:58:55+00:00 Great. Added link to your post. Let's hope that will help with understanding how it's working. My1_old Joined August 2011 My1 old 2011-09-04T08:01:15+00:00 yes and I change the general color with th imge or is there an ini option too??? even if it doesnt seem like it, I DO NOT MEAN ANYTHING THE BAD WAY! ziin Joined January 2010 ziin 2011-09-04T09:25:42+00:00 yes and I change the general color with th imge or is there an ini option too??? Starbreak Additive: is in the ini.You can also change the color in the image. It's only gay if the sliders touch.My user page/links to my guides YuZuKi Kenny YuZuKi Keny YuZuKi Kenny YuZuKi Kenny *.ini from any skin (for example from the template skin) and edit it My1_old Joined August 2011 My1_old 2011-09-04T09:33:36+00:00 yes and I change the general color with th imge or is there an ini option too???StarbreakAdditive: is in the ini.You can also change the general color with th imge or is there an ini option too???StarbreakAdditive: is in the ini.You can also change the general color with th imge or is there an ini option too???StarbreakAdditive: is in the ini.You can also change the general color with th imge or is there an ini option too???StarbreakAdditive: is in the ini.You can also change the general color with th imge or is there an ini option too???StarbreakAdditive: is in the ini.You can also change the general color with the image.but it says that this option only applies in breaks or in "kaiai time" (dont aks me what that is I am the one who wants to know thies...)but I said general means always-> editOK I had enough of setting the col in the ini so I mad it with the image...however is there an option to let the stars shine always even if it doesn't seem like it, I DO NOT MEAN ANYTHING THE BAD WAY! YuZuKi Kenny YuZuKi Kenny 2011-09-04T10:33:14+00:00 Just take the *.ini from any skin (for example from the template skin) and edit itok, Thx ziin Joined January 2010 ziin 2011-09-04T16:04:31+00:00 but it says that this option only applies in breaks or in "kaiai time" (dont aks me what that is I am the one who wants to know thies...) but I said general and general means always-> editOK I had enough of setting the col in the ini so I mad it with the image...however is there an option to let the stars shine alwaysThe stars only fall from the cursor during breaks and kiai time. Breaks look like this in the editor: are gray on the timeline, Kiai time is orange: you want to see the stars all the time, edit the beatmap so that kiai is always on.During kiai time, the star changes color according to the combo color instead of starbreakadditive. It's only gay if the sliders touch.My user page/links to my guides My1 old 2011-09-04T20:40:51+00:00 and what is kiai time exactly??? even if it doesnt seem like it, I DO NOT MEAN ANYTHING THE BAD WAY! ziin Joined January 2010 ziin 2011-09-05T07:08:47+00:00 It's a timing section which makes lighting png show up behind all hitcircle, and there will be a fountain of non-colorized stars at the very beginning of the timing section. It's only gay if the sliders touch.My user page/links to my guides My1_old Joined August 2011 My1_old 2011-09-05T10:13:36+00:00 so ok but is there something eöse special like bonuspoints or whatever even if it doesnt seem like it, I DO NOT MEAN ANYTHING THE BAD WAY! ziin Joined January 2010 ziin 2011-09-05T22:41:21+00:00 in taiko you get 10% more points. It's only gay if the sliders touch.My user page/links to my guides My1_old Joined August 2011 My1_old 2011-09-06T00:44:39+00:00 even if it doesnt seem like it, I DO NOT MEAN ANYTHING THE BAD WAY! Neclory Joined July 2011 Neclory 2011-09-19T05:52:28+00:00 someone knows what "LayeredHitSounds" means? I found it in a .ini file. My1 old Joined August 2011 My1 old 2011-09-19T10:06:33+00:00 can you say me where ya found it??? I can try it and say what I found...and a question can sb. give me the original autopilot icon, I need it for skinningbut MAY I even use the standard skin (recolored)??? even if it doesnt seem like it, I DO NOT MEAN ANYTHING THE BAD WAY! MLGnom Joined October 2008 Topic Starter MLGnom 2011-09-21T00:26:45+00:00 someone knows what "LayeredHitSounds" means? I found it in a .ini file.Errr where did you find that?I think it's something related to the mapping (editor), not to the skin.ini . D: My1 old 2011-09-21T00:26:45+00:00 can sb. give me the original autopilot icon, I need it for skinningbut MAY I even use the standard skin (recolored)??? even if it doesnt seem like it, I DO NOT MEAN ANYTHING THE BAD WAY! My1 old 2011-09-22T10:15:15+00:00 little questiion what are hit100k hit300g and hit 300k for??? even if it doesnt seem like it, I DO NOT MEAN ANYTHING THE BAD WAY! ziin Joined January 2010 ziin 2011-09-22T10:22:03+00:00 they are displayed at the end of a combo. 300g if you got a 100 but no 50s anywhere in the combo.if you want the autopilot icon, just printscreen it. It's only gay if the sliders touch. My user page/links to my guides My1_old Joined August 2011 My1_old 2011-09-23T14:46:07+00:00 no screenshot makes It somehow darker...dont ask me how and why It is just so... even if it doesn't seem like it, I DO NOT MEAN ANYTHING THE BAD WAY! Wassaaaa Joined October 2010 Wassaaaa 2011-10-09T01:39:51+00:00 parts that can be animated just go from 0 to 9 ---", there is a way to extend this? I'm wanting to create a great skin and i'm limited a lot these few numbers like the combobursts .-. MLGnom Joined October 2008 Topic Starter MLGnom 2011-10-09T01:57:44+00:00 Hmmm... I will check this tomorrow. But they shouldn't have limits, D:I know there is no limits for comboburst (actually in one of my skin I have 20 of them) Wassaaaa Joined October 2010 Wassaaaa 2011-10-09T02:35:41+00:00 how do you do?? i put a comboburst. I have no idea what has happened, thanks see my other problem pleaseotherwise, the animation of ryuuta going too fast D: you can not handle the frame rate? MLGnom Joined October 2008 Topic Starter MLGnom 2011-10-09T13:56:21+00:00 Yep like I said. There is no limit amount of frames for animations. Tested :- Play-skip,- Fruit ryuuta,- Followpoint ,- Sliderfollowcircle, They had +10 frames and worked fine. For making slower animation try using same pictures for few frames (Fruit ryuuta 1,2,3 - picture 1, Fruit ryuuta 4,5,6 - picture 2 etc.) That's the only way to slowdown animations. Also If you are making Fruit-ryuuta animation you should add also "Fruit-ryuuta even more fun when you download and install skins. The default skin is considered bad by many players. It is good for learning the game but you should definitely change it. And you will be surprised how easy it is to import skins for this game. Not to mention the plethora of options you get as well. So without further ado let us check how to download and install Osu! skins, also learn to change and delete them. How to Download Osu! Skins There are multiple sources from where you can download Osu! skins. Search for Osu skins on google. Click on the first site that is osuskins.net Here you can browse the different skins or search for a specific skin. You also get multiple filter options like: Modes Standard Mania Taiko Catch Players Sort by Random Newest Views Downloads Name Time All Time Past 24 hours This Past Week This Past Week This Past Week This Past Views Downloads Name Time All Time Past 24 hours This Past Week This P find a download button. Click on it. Wait for the download to complete, once done you will get the skin. Now, here is how you can install it. Importing skins in this game is very easy. In order to install a skin, you simply have to double-click the skin you previously downloaded. Treat it like a regular app that you would open. This will launch Osu! and apply the new skin as your current skin. How to Change Skins Launch Osu! Click on the large Osu! button at the center. It will give you four options, click on Skin. Click on the current skin dropdown. From here choose the skin that you would like to use. How to Delete Skins If you decide that you no longer want to use a skin then you can remove it from the game. You can do that by deleting the specific skin folder. Launch Osu! Click on options and go to skins. Set the skin that you want to remove as your current skin. Then click on options and go to skins. skin folder open. Go one step back in the path and delete the entire folder. For most users you can find your skins in the following path: C:\Users\username\AppData\Local\osu!\Skins From here delete whichever skin folder that you no longer want in the game. Relaunch the game and you will no longer get that skin under the change skin options. That covers this guide on how to download & import skins in Osu! and also how to change and remove them. If you found this guide to be useful and need help with other games don't miss out on our other guides right here at Gamer Tweak. Since v2.5+, skinners are now able to fully customise the osu!mania notes and stage using the skin.ini file. The following is what osu! will recognise if one chooses to not use the skin.ini for further customisation. See also: Skinning/FAQ § Ranking screen hit score hierarchy mania-hit0-{n}. This element has a fixed looped animation of 60 FPS. If a custom path is used, the ranking screen will use the file in the root directory instead of the pathed skinning element. mania-hit50.png All Normal Centre - Notes: Animation name: mania-hit50.fn].png. This element has a fixed looped animation of 60 FPS. If a custom path is used, the ranking screen will use the file in the root directory instead of the pathed skinning element. mania-hit50.png All Normal Centre - Notes: Animation name: mania-hit100-{n}.png. This element has a fixed looped animation of 60 FPS. If a custom path is used, the ranking screen will use the file in the root directory instead of the pathed skinning element. animation of 60 FPS. If a custom path is used, the ranking screen will use the file in the root directory instead of the pathed skinning element. mania-hit300-{n}.png. This element has a fixed looped animation of 60 FPS. If a custom path is used, the ranking screen will use the file in the root directory instead of the pathed skinning element. root directory instead of the pathed skinning element. mania-hit300g.png All Normal Centre - Notes: Animation name: mania-hit300g.fn }. This element has a fixed looped animation of 60 FPS. If a custom path is used, the ranking screen will use the file in the root directory instead of the pathed skinning element. notes) Normal BottomLeft Max height: 768px Notes: To have multiple combobursts, use: combobursts, use: combobursts, use: combobursts This can be disabled in the options. Unlike osu! and osu!catch's combobursts, all edges of this imageset should not be clipped. mania-key1.png All Normal Bottom 50x107 Notes: This is the idle state. This element gets stretched or compressed to fit the column width. mania-key2.png All Normal Bottom 50x107 Notes: This is the idle state. This element gets stretched or compressed to fit the column width. state. This element gets stretched or compressed to fit the column width. mania-key2D.png All Normal Bottom 50x107 Notes: This is the pressed to fit the column width. mania-key2D.png All Normal Bottom 50x107 Notes: This is the pressed to fit the column width. width. mania-keySD.png All Normal Bottom 50x107 Notes: This is the pressed state. This element gets stretched or compressed to fit the column width. mania-note1-{n}.png. These elements are scaled to fit the individual columns. If the columns' widths differ: the smallest one is scaled correctly and the others are compressed to match its height. Notes can be manually stretched or compressed via the WidthForNoteHeightScale command in the skin.ini file. mania-note2-{n}. These elements are scaled to fit the individual columns. If the columns' widths differ: the smallest one is scaled correctly and the others are compressed to match its height. Notes can be manually stretched or compressed via the WidthForNoteHeightScale command in the skin.ini file. mania-noteS.png All Normal Bottom - Notes: Animation name: mania-noteS.png All Norma widths differ: the smallest one is scaled correctly and the others are compressed to match its height. Notes can be manually stretched or compressed to match its height. Notes can be manually stretched or compressed to match its height. the tail part, this element is flipped by default for v2.5+. This behaviour can be disabled by setting NoteFlipWhenUpsideDownT to 0. This element is scaled correctly and the others are compressed to match its height. Long notes can be manually stretched or compressed via the WidthForNoteHeightScale command in the skin.ini file. mania-note2H.png All Normal Bottom - Notes: Animation name: mania-note2H.fn}. By default for v2.5+. This behaviour can be disabled by setting NoteFlipWhenUpsideDownT to 0. This element is scaled to fit the individual columns. If the columns' widths differ: the smallest one is scaled correctly and the others are compressed to match its height. Long notes can be manually stretched or compressed to match its height.

mania-noteSH-{n}.png. By default, this is also the tail part. When used for the tail part, this element is scaled to fit the individual columns. If the columns' widths differ: the smallest one is scaled correctly and the others are compressed to match its height. Long notes can be manually stretched or compressed via the WidthForNoteHeightScale command in the skin.ini file. Body mania-note1L.png All (see notes) Normal Bottom - Notes: Animation name: mania-note1L-{n}.png. The animation starts when the long note is pressed and stops if released. The NoteBodyStyle changes the behaviour of these elements. Notes can be manually stretched or compressed via the WidthForNoteHeightScale command in the skin.ini file. mania-note2L-{n}.png. The animation starts when the long note is pressed and stops if released. The NoteBodyStyle changes the behaviour of these elements. Notes can be manually stretched or compressed via the WidthForNoteHeightScale command in the skin.ini file. mania-noteSL-{n}.png. The animation starts when the long note is pressed and stops if released. The NoteBodyStyle changes the behaviour of these elements. Notes can be manually stretched or compressed via the WidthForNoteHeightScale command in the skin.ini file. mania-note1T-{n}.png. These elements are the tail part of the hold note. By default, the head notes are used instead. By default, these elements are flipped for skin versions 2.5 and up. This behaviour can be disabled by setting NoteFlipWhenUpsideDownT to 0 These elements are scaled correctly and the others are compressed to match its height. Notes can be manually stretched or compressed via the WidthForNoteHeightScale command in the skin.ini file. mania-note2T.png All Normal Bottom - Notes: Animation name: mania-note2T.fn].png. These elements are the tail part of the hold note. By default, the head notes are used instead. By default, the skin.ini file. mania-note2T.fn].png. These elements are the tail part of the hold note. By default, the head notes are used instead. By default, the skin.ini file. mania-note2T.fn].png. These elements are the tail part of the hold note. By default, the head notes are used instead. By default, the skin.ini file. mania-note2T.fn].png. These elements are the tail part of the hold note. By default, the head notes are used instead. By default, the skin.ini file. mania-note2T.fn].png. These elements are the tail part of the hold note. By default, the skin.ini file. mania-note2T.fn].png. These elements are the tail part of the hold note. By default, the skin.ini file. mania-note2T.fn].png. These elements are the tail part of the hold note. By default, the skin.ini file. mania-note2T.fn].png. These elements are the tail part of the hold note. By default, the skin.ini file. mania-note2T.fn].png. These elements are the tail part of the hold note. By default, the skin.ini file. mania-note2T.fn].png. These elements are the tail part of the hold note. By default, the skin.ini file. mania-note2T.fn].png. The skin.ini fi disabled by setting NoteFlipWhenUpsideDownT to 0 These elements are scaled to fit the individual columns. If the columns' widths differ: the smallest one is scaled correctly and the others are compressed to match its height. noteST.png All Normal Bottom - Notes: Animation name: mania-noteST-{n}.png. These elements are flipped for skin versions 2.5 and up. This behaviour can be disabled by setting NoteFlipWhenUpsideDownT to 0 These elements are scaled to fit the individual columns. If the columns' widths differ: the smallest one is scaled correctly and the others are compressed to match its height. Notes can be manually stretched or compressed to match its height. the left side of the stage(s). This element is stretched to fit the stage height (allows for shorter images). mania-stage-bottom.png All Normal BottomRight Nax height: 768px Notes: This element is stretched to fit the stage height (allows for shorter images). mania-stage-bottom.png All Normal BottomRight Nax height: 768px Notes: This element is stretched to fit the stage height (allows for shorter images). mania-stage-bottom.png All Normal BottomRight Nax height: 768px Notes: This element is stretched to fit the stage height (allows for shorter images). Bottom - Notes: This element is 0.625x smaller than the stage width. Animation name: mania-stage-bottom-{n}.png. Shown on the bottom (or top, if the stage width! This element will not be stretched to fit the stage width! This element will not be stretched to fit the stage width! This element will not be stretched to fit the stage is upside down) of the stage width! This element will not be stretched to fit the stage width! This element will not be s including the notes. mania-stage-light, png All Multiplicative Bottom Max height: 768px Notes: Animation name: mania-stage-light-{n}.png. This element is placed underneath the notes. By default, tinted white. Use ColourLight to change this. Positioning is set by the skin.ini maniastage-hint.png All Normal Centre - Notes: This element is the graphical representation of the judgement line. The judgement line is drawn in the centre of the image. This element is stretched to fit the stage width, not individual columns. This element is drawn for the entire stage width, not individual columns. Normal Centre - Notes: This element should point downwards. This image is automatically flipped horizontally if the stage is upside down. This element is always seen before the map starts, if there is enough time. lightingL.png All Additive Centre - Notes: Animation name: lightingL.fn].png. This element is the lighting for the long notes. This image is flipped horizontally if the stage is upside down. This element is positioned where the centre of a lane. lightingN.png All Additive Centre - Notes: Animation name: lightingN.png All Additive Centre of a lane. lightingN.png All Additive Centre of a lane. This element is positioned where the centre of a lane. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. XPPen 2024-07-30 18:22:41 7 min read Are you looking to personalize your OSU! gameplay with unique skins? Look no further, OSU! enthusiasts, because in this guide, we'll walk through everything you need to know about good OSU! skins? Could be a rhythm game widely skins and use them effectively; we've got you covered. What is OSU! skins? OSU! is a rhythm game widely a rhythm game widely skins? celebrated due to its fast gameplay and vibrant community. OSU! skins are custom themes that allow players to modify the game interface. These skins alter not only visual elements but sometimes also sound effects, offering players a way to tailor their gaming experience to their preferences. What are the most popular OSU! skins? The most popular OSU! skins have a wide range of styles or the players in the game and its interface. From simple OSU! skins and clean OSU! skins with minimalist designs to elaborate anime-inspired themes there's a skin out there for every player. Some of the most popular OSU! skins include:dokidokilolixxYUGENVarvalianNew Retro WaveclearblackWhere to Get OSU! Skins?The answer to how to get OSU! skins is pretty straightforward and you can get them on dedicated online platforms and communities. Specialized skin repositories such as osuskins.net and Reddit's r/osuskins have extensive collections of user-created skins characterized by players, style, and popularity making it easier for users to find exactly what they are looking for. How to Download and Install OSU! skins? Downloading and installing OSU! skins is a simple process. Just follow the instructions below, and you will have your favorite skins in no time. 1. Visit osuskins.net. Here, you can browse and select from various skins created by the community.2. Next, select the installation that fits your preference. You can either search for skin or apply filters like "Modes and Players" as per your preference.3. Once you've found a skin you like, click on it to view its details and download options. You will see all the stats modes, players, views, and downloads. You can start by clicking the "Download" button in the top right corner. Make sure the skin, you need to install it. To do this, go to the OSU! Skins.4. Once you have downloaded the skin, you need to install it. To do this, go to the OSU! game folder on your device. Here, you'll find a subfolder named "Skins." If such a folder doesn't exist you can easily create a new one by that name. After that, just drag and drop the download OSU! skins, let's look at how to add skins to OSU!:1. First, you need to launch OSU! and open the "Options".2. Then, navigate to the "Skin" panel where you will find a list of all installed skins.3. You can also preview the gameplay for the skin by simply clicking on this option. After the preview, if you do not like the skin, you can also preview the gameplay for the skin by simply clicking on this option. After the preview, if you do not like the skin, you can also preview the gameplay for the skin by simply clicking on this option. to your gameplay sessions. Once installed, OSU! skins will immediately alter the visual presentation of the game interface. You can experiment with different skins to find one that not only looks appealing but also enhances your performance and experiment with different skins. often opt for the best tablets for OSU! gameplay to optimize their experience. With a drawing pad and a pen, you can hit the target accurately and effortlessly and enjoy a more vibrant display of your favorite OSU! skins. XPPen's Star G640, are tailored to enhance your gameplay. The Star G640 is favored by OSU! enthusiasts for its responsive and accurate performance. This tablet offers an active area of 6 to 4 inches, providing ample space for precise movements and quick reflexes required in OSU!. Its high-quality stylus with 8192 pressure sensitivity levels ensures a precise aim in gameplay. The Deco 640, a new model after the Star G640, comes with a more compact figure. Its ultra-light and slim design makes it comfortable to hold in hand for long gaming sessions. It also boasts industry-leading pressure sensitivity levels of 16384, enhancing the accuracy of the moves. As it's compatible with Android phones, you can carry it to play OSU! on a long trip. Drawing pads allow you to design your own OSU! skins easily and then use them in your gameplay, which takes a few simple steps to prepare. All you need to do is set up your graphic tablet for optimal performance in OSU!. Download and install the necessary driver and software specific to your tablet model so it can be connected to your PC or phone. Make sure the corresponding driver package matches your operating system. Run the software to install the driver and follow the on-screen prompts. Launch the tablet mode and tablet specific settings. Lastly, enable tablet mode and adjust any additional settings within OSU! Still have questions on what to do? Here we have an in-depth guide with everything you need to know about using a tablet for OSU!. Feel free to dive in!Frequently Asked QuestionsCan you create your own OSU! skins?Yes, as OSU allows players to create custom skins using image-developing software and following specific guidelines provided by the game developers.What is the best simple OSU! skins for beginners?The simple skin [STD][CTB][MANIA][TAIKO] is best for beginners. It focuses primarily on game enhancement with minimal distractions. It also includes all game modes, versions, videos, and downloads.How to change OSU! skin?Changing your OSU! skin is straightforward. Simply navigate to the options menu within the game, select the skins tab, and choose a different skin from the list. The change will take effect immediately upon selection. ConclusionCustomizing OSU! gameplay with skins is easier than you think, and it significantly enhances your overall gaming experience. Whether you prefer minimalistic or vibrant thematic designs, there is a wide variety of OSU! skins to choose from based on your preference for style and sound. Dive into the world of OSU! skins today and make your gaming sessions even more fun.