



MD Skin Studio

QUICK START

Version 0.1 - Build 18

Apple Silicon



From installation to a first portable skin

Application window

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Documented version: 0.1 build 18. English edition, 2026.

1. Verify and install

Download the DMG and matching [.dmg.sha256](#), then verify:

```
cd ~/Downloads  
shasum -a 256 -c "MD Skin Studio v0.1 build 18 Amber Layer Foundry.dmg.sha256"
```

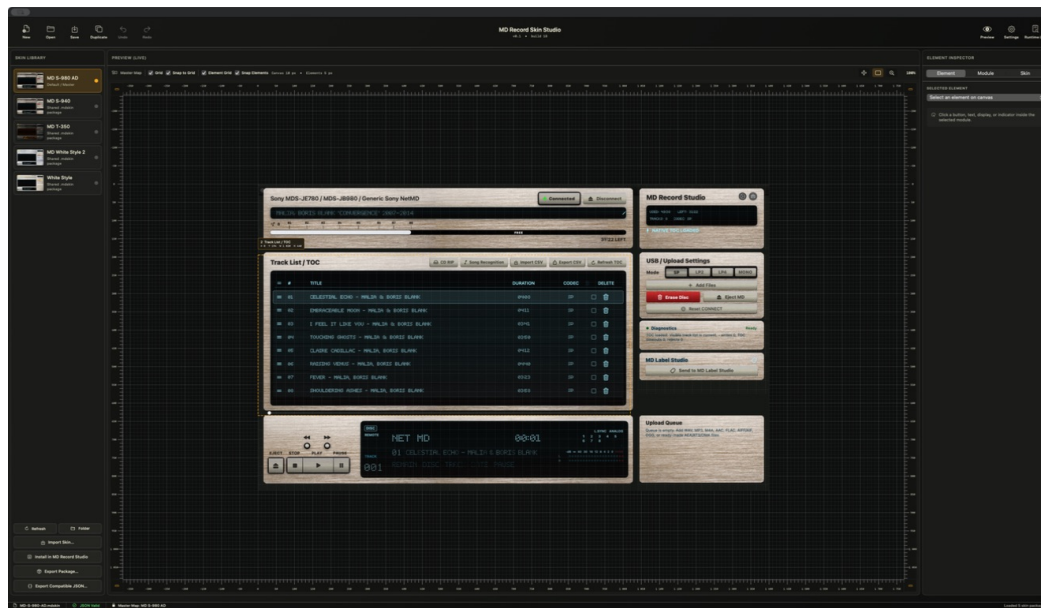
After [OK](#), open the DMG, drag [MD Record Skin Studio.app](#) to Applications, and launch the copy in [/Applications](#). The current technical name differs from the public MD Skin Studio name.

Build 18 is verified on Apple Silicon and targets macOS 13.5 or later. The DMG is ad-hoc signed and is not confirmed as Apple-notarized, so first launch may require confirmation in Privacy & Security.

Before launch, back up custom skins from:

[~/Library/Application Support/MD Record Studio/Skins](#)

2. Learn the main window



Application window with library, preview, canvas and inspector.

Skin Library is on the left, Preview (Live) and canvas are in the center, and Element/Module/Skin Inspector is on the right. Toolbar provides New, Open, Save, Duplicate, Undo/Redo, Preview, Settings, and Runtime Log.

Status Bar should report **JSON Valid** and **Master Map: MD S-980 AD**. Preview uses demo data and does not control a physical deck.

Use 100% for precise geometry. Grid and Snap to Grid affect canvas work; Element Grid and Snap Elements affect element frames.

3. Create a working variant

Do not edit the only source package.

1. Select a profile in Skin Library.
2. Click Duplicate.
3. Set a new name, author, and notes in Skin Inspector.
4. Save as a new `.mdskin`.
5. Confirm [JSON Valid](#).

New creates [Untitled Skin](#) on the MD S-980 AD master layout. Open accepts `.mdskin` and compatible JSON. A future unsupported format is refused without replacing the current document.

4. Edit an element



Element Inspector controls for the selected semantic element.

1. Click a visible Preview element.
2. Record X, Y, Width, and Height in Element Inspector.
3. Enable Element Grid and Snap Elements.
4. Change frame, text, font, color, border, opacity, or shadow.
5. Compare with Undo/Redo.
6. Click Save.

Frames remain inside their parent module and have a 5 px minimum. Choose Image copies into [Assets/Images](#); Import Custom Font accepts TTF, OTF, and TTC into [Assets/Fonts](#).

5. Edit a module and preserve the master map

Module Inspector changes material, background/accent, border, corner radius, opacity, layer, and visibility.

Position & Size are read-only. Format 1 uses the fixed eight-module [md-s980ad-master](#). Reset Module restores selected-module appearance; Restore Entire Master Layout restores canonical geometry.

Do not replace a functional module with a screenshot. [.mdskin](#) stores semantic controls and overrides.

6. Save and install



Verified MD T-350 profile in the shared library.

1. Save the **.mdskin**.
2. Check **manifest.json**, **Assets/Images**, and **Assets/Fonts**.
3. Back up the shared library.
4. Click Install in MD Record Studio.
5. Refresh skins in MD Record Studio.
6. Compare the installed profile with Preview.

Export Compatible JSON creates a wrapper-free form. Use the complete **.mdskin** to transfer images and fonts.

7. Troubleshooting

- package missing: Refresh ☐ Folder ☐ inspect [.mdskin](#) and [manifest.json](#);
- element cannot be selected: 100% zoom, Element Inspector, Selected Element;
- module frame does not move: expected master-map restriction;
- image/font missing: inspect Assets and relative paths;
- future-format error: do not lower the number or overwrite the package;
- uncertain change: do not save over the original; use backup and runtime log.

Runtime logs:

[~/Library/Application Support/MD Record Skin Studio/Logs](#)

See the full guide for the complete format, limitations, and QA workflows.