Lewe Labs

Rainmeter Grayhound

Grayhound is a system metrics skin package best suited for wide screens

2026-11-24

Contents

Introduction
Installation
    HWiNFO setup for Rainmeter
Grayhound Basics
Grayhound Customizing
Layout and Skins

Introduction

Rainmeter



Rainmeter (https://docs.rainmeter.net/) is a free metering software for Windows. It is out there for many years now and has a vast fan community.

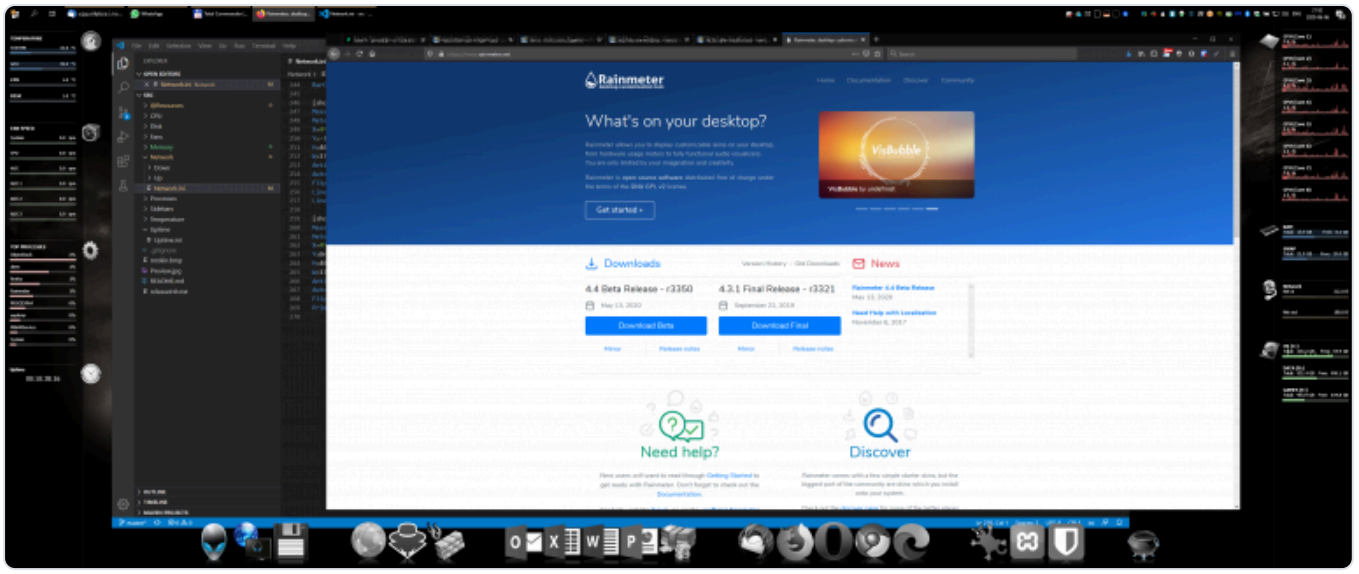
Rainmeter meters several system resources by itself but can also read values from other software like the popular Speed Fan (https://www.almico.com/speedfan.php) or media players like AIMP (https://www.aimp.ru/). Most of all though, Rainmeter offers extensive skinning capabilities that allow to display the readings in any visual way you want. Many designers have contributed endless and beautiful skins for Rainmeter and one of the best source of them is DeviantArt (https://www.deviantart.com/search?q=rainmeter).

Based on all those many skins and ideas I have developed a skin myself that addresses my personal needs and preferences. I called it: **Grayhound**.

Grayhound

Most Rainmeter skins build their beauty on the canvas of the whole Windows desktop. And man, are they amazing. However, the moment you start an application, its window is on top of it. For some meters is OK to not see them all the time, but if you want to have an eye on system resources while applications a running, that is unfortunate.

With the increasing popularity of ultra-wide monitors I designed the Grayhound Skin Pack to be displayed at the left and right of the desktop while your application can run in the middle of it. Look at this example:



My running applications are placed as windows in the middle of my screen while the Grayhound skin (a background application at this point) is still visible on the left and right of the screen.

If that is something your are looking for as well, give my Grayhound Rainmeter Skin a try. It is free after all.

Credits

I'd like to thank the following contributors for their work that I used for my implementation of the Rainmeter Grayhound skins:

- Kaelri (https://support.lewe.com/docs/rainmeter-grayhound/deviantart.com/kaelri/) for the Enigma skin
- BlaCkOuT1911 (http://blackout1911.deviantart.com/) for early skin components
- Frosch99 (http://frosch99.deviantart.com/) for early skin components
- PNGBarn (https://www.pngbarn.com/png-image-phdsw) for the Rainmeter icon

Installation

For the Rainmeter Grayhound Skin to work you need to two products for the installation.

1. Rainmeter (https://docs.rainmeter.net/)
2. HWiINFO (https://www.hwinfo.com/)

HWiINFO

HWiINFO is a popular, free and amazingly detailed hardware information tool for Windows. It digs deep into the guts of your system and extracts all the details it can find. A natural choice and source for Rainmeter skins. I wish the Rainmeter team would support and document it better. Thanks to other Rainmeter skin developers it has been proven as a suitable Rainmeter metering source.

Once you have installed HWiINFO it needs to be started and configured to work with Rainmeter. My documentation below is based on what I found in the Gadgets (https://www.deviantart.com/silverazide/art/Gadgets-5-4-3-522574269) skin by SilverAzide (https://www.deviantart.com/silverazide).

HWiNFO setup for Rainmeter

Rainmeter

Download and install Rainmeter (https://www.rainmeter.net/). Select to have it start with Windows.

Start Rainmeter manually or restart Windows.

Grayhound Skin Pack

Download the Grayhound Skin from GitHub. Open the rmskin folder there and download the latest .rmskin file (see link below). Double-click it. Rainmeter will open the file and install it for you.

Grayhound Skin Pack on GitHub

https://github.com/glewe/rm-grayhound/tree/master/rmskin (https://github.com/glewe/rm-grayhound/tree/master/rmskin)

HWiNFO setup for Rainmeter

HWiNFO Application

HWiNFO is a popular and detailed system monitoring software. It recently turned commercial but the developer was kind enough to allow an integration with Rainmeter when used free for personal use.

What basically happens now is that HWiNFO is reading the system measures and puts them into the Windows Registry. From there, Rainmeter skins can pick them. In fact, the integration has now become much easier.

Read all about how to install and set up HWiNFO here (https://docs.rainmeter.net/tips/hwinfo/).

Edit your HWiNFO.inc File

With these information at hand, you need to edit the **HWiNFO.inc** file in the @Resources folder.

Let's look at this example:

```
[Variables]

;
; AIO settings
;
AIOFan1RPM=ValueRaw11
AIOFan2RPM=ValueRaw12
AIOCPUPumpRPM=ValueRaw13
AIOCoolantTemp=ValueRaw10
```

For your AIO, correct the ValueRaw numbers that HWiNFO is saving them on your PC.

Do the same for the other values in the file.

Grayhound Basics

Rainmeter Core Features

I recommend browsing the Rainmeter documentation (https://docs.rainmeter.net/manual/) for all the details about it. I will vaporize it here to the very basics.

All Rainmeter skins work the same. There are “Measures” that provide information from your system and “Meters” that display them. Besides that you can add meta information, e.g. name, version and author of a skin.

Rainmeter works based in *.INI files, a rather outdated but still effective way to tell a program what do and what parameters to use. Three components define the format of an *.INI file:

1. Comments
2. Sections
3. Variables and their values

Here is an example:

```
; This is a comment line. The program will ignore it
[MySection]
MyVariable=1
```

All in one file ?

Yes, no problem. You can do that. But it is not recommendable, specifically if you are designing a cluster of skins that have things in common, e.g. where they get their readings from, colors or fonts. **Grayhound** is such a skin collection.

Grayhound Concept

Grayhound skins are organized in folders. This folder contains all variants of a skin, e.g. the normal, medium and large size of it. It also contains a file with variables that apply to all variants.

I will use my AIO skin as an example.

The AIO folder contains these files:

- AIO.ini
- AIO Large.ini
- AIO Medium.ini
- Variables.ini

Grayhound Skin INI File

```
;============================================================================
; Grayhound AIO Normal
;
; @category Rainmeter
; @package: Grayhound
; @version: 4.3.1
; @date: 2020-06-23
; @author George Lewe &lt;george@lewe.com&gt;
; @copyright Copyright (c) 2012-2020 by George Lewe
; @link http://www.lewe.com
; @license https://creativecommons.org/licenses/by-nc-sa/3.0/
;

;----------------------------------------------------------------------------
; METADATA

[Metadata]
Name=Grayhound AIO Normal
Author=George Lewe
Version=4.3.1
License=Creative Commons BY-NC-SA 3.0
Information=This skin displays AIO information (fan speed, pump speed, temperature).|
(Requires the installation of HWiNFO.)|-----------------------------------------------
--------------|Details: https://github.com/glewe/grayhound

;----------------------------------------------------------------------------
; SKIN OPTIONS

[Rainmeter]
Update=1000

;----------------------------------------------------------------------------
; VARIABLES
;

[Variables]
;
; Global settings
;
; To change the global settings of this skinpack, edit the file:
; "@Resources\Global.inc" in the Grayhound folder.
;
@include=#@#Global.inc
```

```
@include2=#@#Normal.inc
@include3=#@#HWiNFO.inc
@include4=Variables.inc

;-----------------------------------------------------------------------------
; MEASURES
[Measures]
@include=#@#/Measures/Measures-Options.inc
@include2=#@#/Measures/Measures-HWi-AIO.inc

;-----------------------------------------------------------------------------
; METERS
[Meters]
@include=#@#/Meters/Meters-Canvas.inc
@include2=#@#/Meters/Meters-AIO.inc
```

As you can see, the file has comments, sections and variables.

The most important variable here is the “include” variable. It tells Rainmeter to read another *.INI file. That is the key to load instructions that apply to all Grayhound skins or to all variants for this specific one.

INC Files

INC files are INI files as well. They follow the same format and rules. The extension “inc” just identifies them as files that are incldued from original INI files.

Grayhound Include Structure

Variables

All Grayhound skin INI files include the following INC files for variables:

- **Global.inc** (resides in the @Resource folder, contains variables for all Grayhound skins)
- **Normal.inc/Medium.inc/Large.inc** (reside in the @Resource folder, contains variables applying to the normal/medium/large version of all skins)
- **HWiNFO.inc** (resides in the @Resource folder, contains HWiNFO settings for all Grayhound skins needing those readings)

- **Variables.inc** (resides in the same folder as the skin INI file and contains variables applying to all variants of this specific skin)

Measures

All Grayhound skin INI files include the following INC files for measures:

- **Measures-Options.inc** (resides in the @Resource/Measures folder, contains measure options for all Grayhound skins)
- **Measures-HWi-AIO.inc** (resides in the @Resource/Measures folder, contains measure options for these specific Grayhound skins)

Meters

All Grayhound skin INI files include the following INC files for meters:

- **Meters-Canvas.inc** (resides in the @Resource/Meters folder, contains meter options for all Grayhound skins)
- **Measures-AIO.inc** (resides in the @Resource/Meters folder, contains meter options for these specific Grayhound skins)

Keep this include structure in mind when you want to customize your individual Grayhound skins.

Grayhound Customizing

Global Settings

Edit the file
%user%\Documents\Rainmeter\Skins\Grayhound\@Resources\Global.inc

In this file you can change the colors, your network bandwidth, the icons and other global setting.

Color Settings

To change the colors for example, look for this part in the file:

```
[Variables]
;
; Global colors
;
Blue=83,124,164
Green=180,255,180
Pink=255,200,200
Red=255,124,124
White=255,255,255
Yellow=255,200,100
```

If you want “Red” to look different then just change the three numeric values for Red=. These three numbers represent the RGB values of the color. Try “255,0,0” for example.

Network Bandwidth

Another important change will be the network bandwidth that applies to you. Look for this part in the file:

```
;
; Network skins options
;
ColorNetwork=#Yellow#
IconNetwork=#@#\Images\network.png
; 200 Mbit (change to speed in your environment)
DownMaxNetwork=(200 * 1048576)
; 20 Mbit (change to speed in your environment)
UpMaxNetwork=(20 * 1048576)
```

What you see in brackets there is a formula, a product to be precise. The first factor represents your network speed in Mbits. So if your download speed is 64 Mbit and your upload speed is 10 Mbits, change that block to:formula

```
;
; Network skins options
;
ColorNetwork=#Yellow#
IconNetwork=#@#\Images\network.png
; 200 Mbit (change to speed in your environment)
DownMaxNetwork=(64 * 1048576)
; 20 Mbit (change to speed in your environment)
UpMaxNetwork=(10 * 1048576)
```

Skin Icons

If you don’t want the skin icons to be displayed, you can switch them off globally by setting the value of ShowIcons to 0.

```
;
; Global options
;
BarOrientation=Horizontal
ShowIcons=0
```

Changing a Skin

Each skin resides in its own directory. For example, in the AIO directory you will find four files.

1. AIO.ini (normal size skin file)
2. AIO Medium.ini (medium size skin file)
3. AIO. Large.ini (large size skin file)
4. Variables.inc (variables for all three sizes)

Icon Position Left or Right

What you might want to change is the icon position of the Grayhound skin, left or right. Look for this part in the skin's Variables.inc file:

```
;
; Skin settings
;
IconXPos=#IconXPosLeft#
MeterXPos=#MeterXPosLeft#
;IconXPos=#IconXPosRight#
;MeterXPos=#MeterXPosRight#
```

You can see that currently the skin is set to having the icon on the left side because those two statements are not disabled by a semicolon. So just disable them and enable the ones for the right sided icon. The result will look like this:

```
;
; Skin settings
;
;IconXPos=#IconXPosLeft#
;MeterXPos=#MeterXPosLeft#
IconXPos=#IconXPosRight#
MeterXPos=#MeterXPosRight#
```

Save the file. Then right-click the skin again and select "Refresh skin". Voila!

Feel free to play around with other settings.

Music Player

The Music skin needs to know what audio player you are using. Rainmeter supports several. See the list here (https://docs.rainmeter.net/manual/measures/nowplaying/).

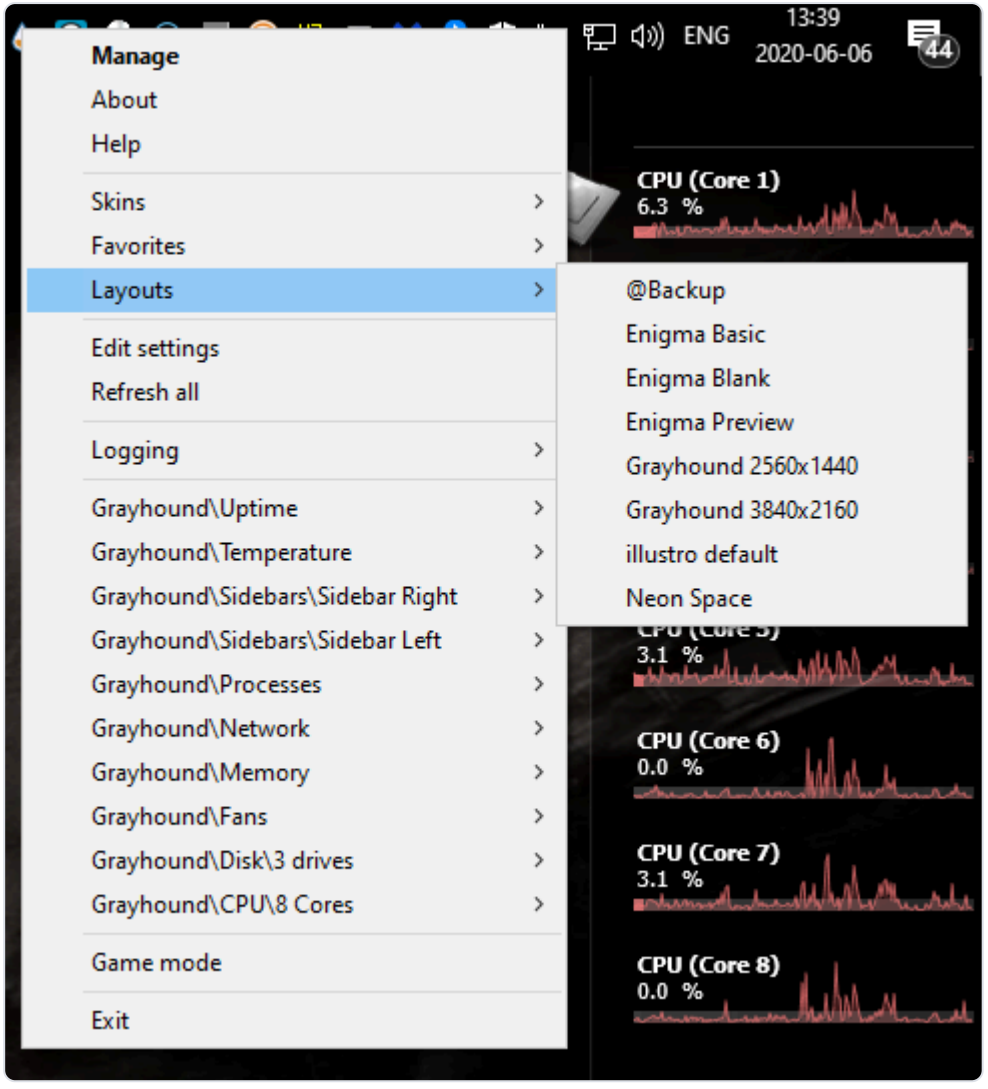
Edit the Music skin and set the value of the player according to the Rainmeter list. Here is an example for AIMP.

```
Caption="NOW PLAYING"
MusicPlayer=AIMP
```

Layout and Skins

Once you have installed and started Rainmeter you will find its icon in the Windows task bar. Right-click it to open its context menu.

Loading a Layout



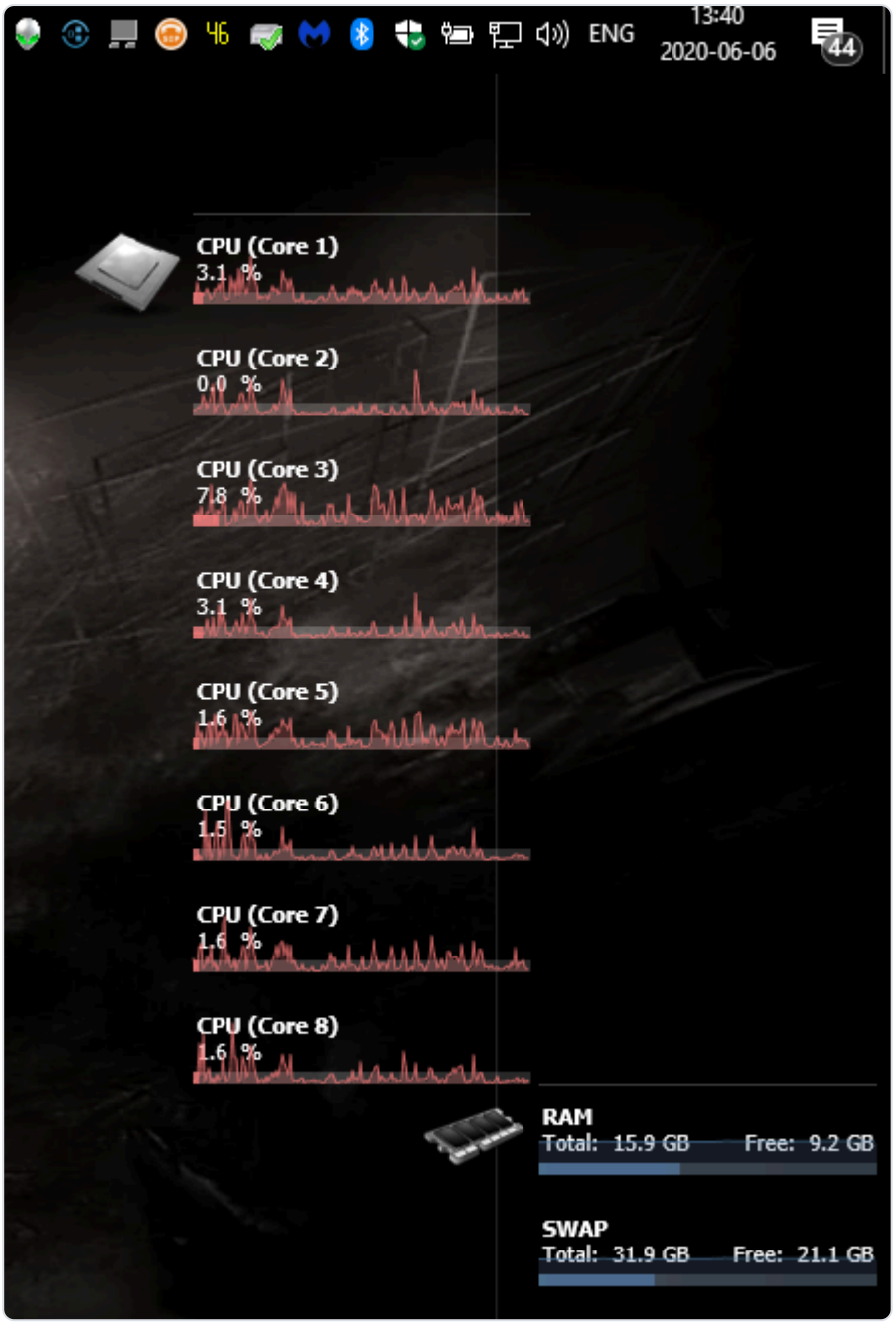
A “Layout” is a combination of several skins positioned on your desktop. Grayhound comes with two layouts.

1. Grauhound 2560×1440
2. Grayhound 3840×1260

These layouts are examples for the two screen sizes indicated by their names.

Changing a Layout

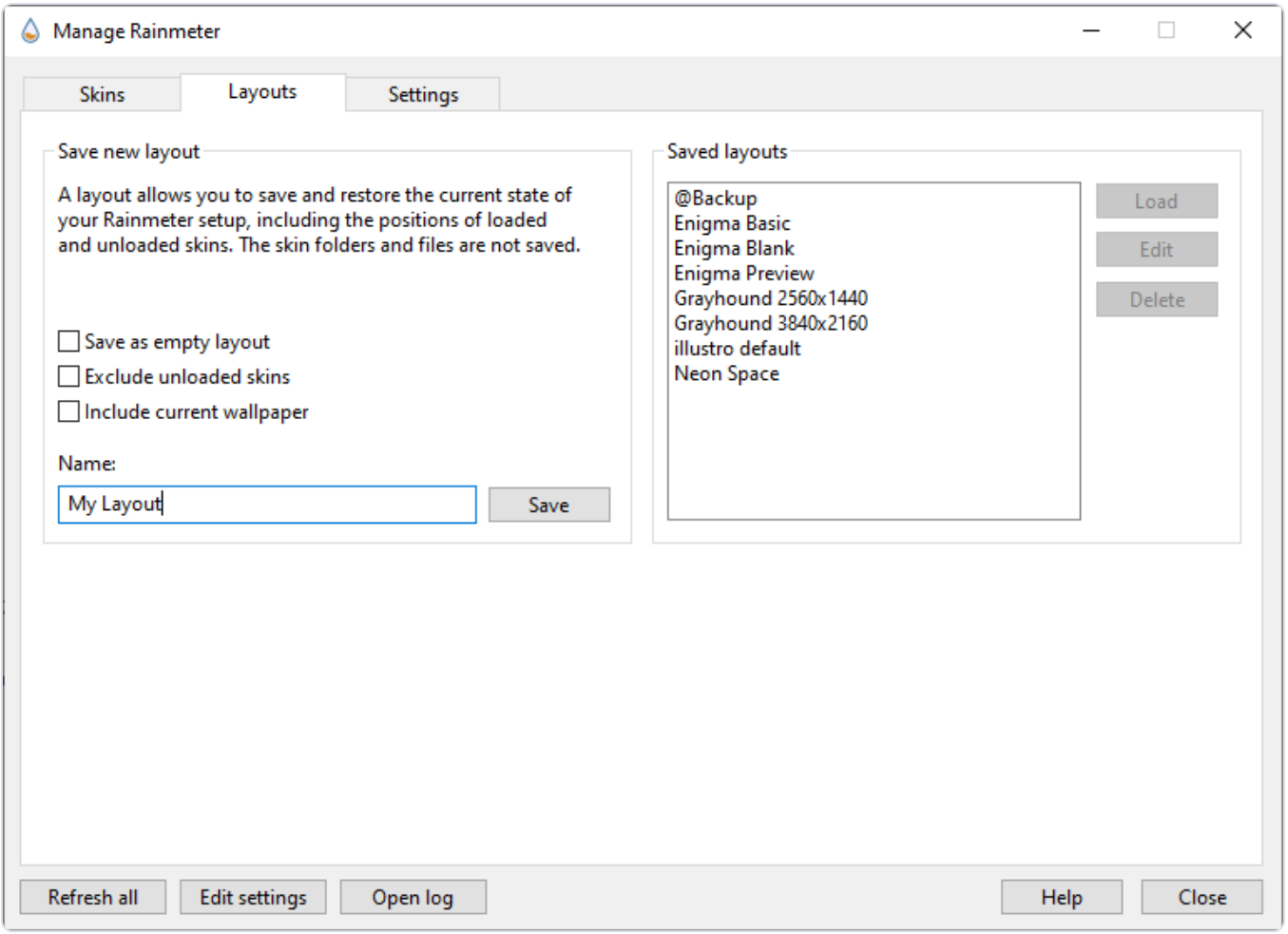
Once a Layout is loaded, you can click and drag each skin anywhere else on the desktop.



Saving your Layout

Once you are happy with the positioning, you can save your layout. Right-click the Rainmeter taskbar, then select Manage.

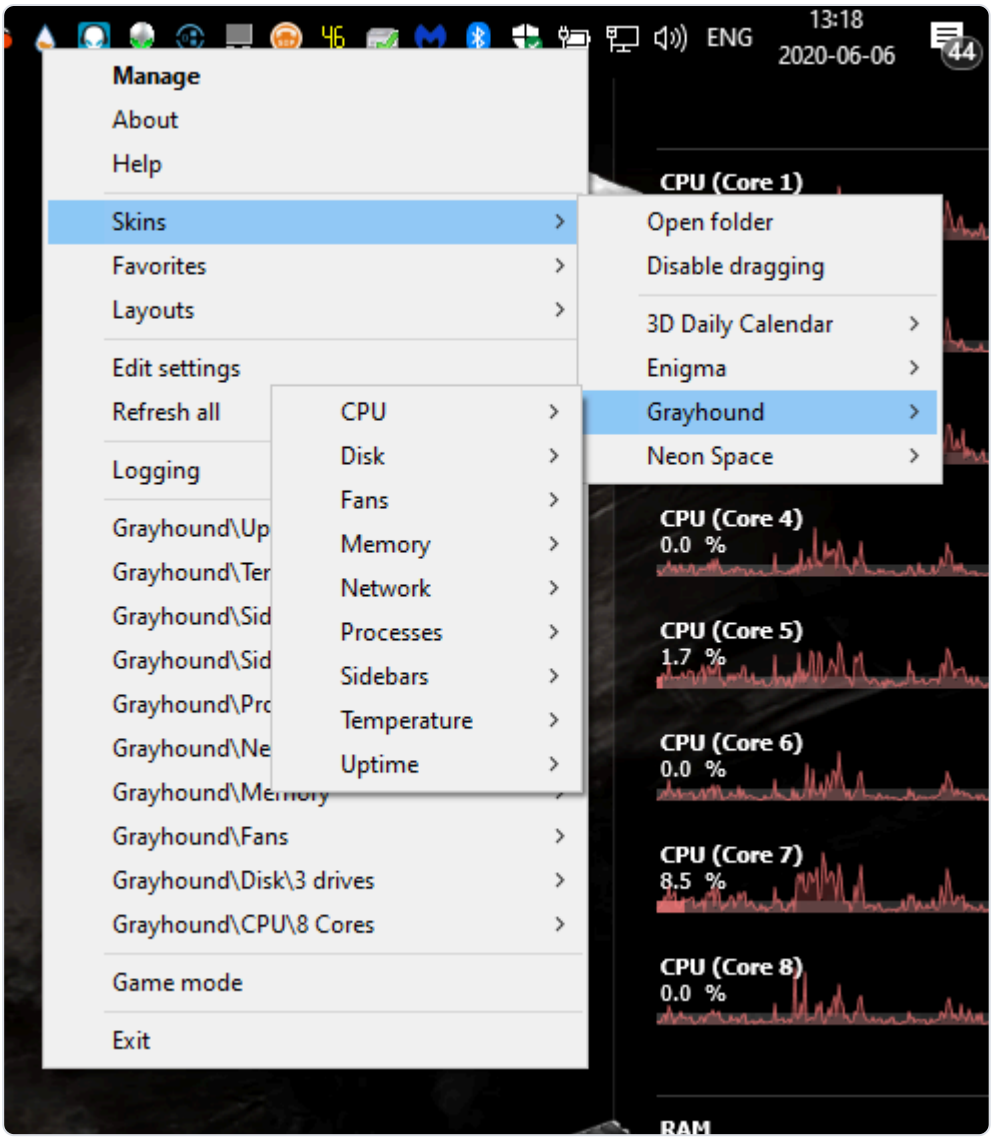
Select the Layouts tab. Selct the options you want to save, enter a new name for your current layout and click Save.



Loading additional Skins

You can add more skins onto your desktop individually. Right-click the Rainmeter taskbar, then select Skins => Grayhound (or any other package you might have).

See the following screenshot (don't be confused, I put the Windows task bar at the top of my screen).


ENG
13:18
2020-06-06
44
Manage
About
Help
Skins
Favorites
Layouts
Edit settings
Refresh all
Logging
Grayhound\Up
Grayhound\Ter
Grayhound\Sid
Grayhound\Sid
Grayhound\Pro
Grayhound\Ne
Grayhound\Memory
Grayhound\Fans
Grayhound\Disk\3 drives
Grayhound\CPU\8 Cores
Game mode
Exit
CPU
Disk
Fans
Memory
Network
Processes
Sidebars
Temperature
Uptime
Open folder
Disable dragging
3D Daily Calendar
Enigma
Grayhound
Neon Space
CPU (Core 1)
CPU (Core 4)
0.0 %
CPU (Core 5)
1.7 %
CPU (Core 6)
0.0 %
CPU (Core 7)
8.5 %
CPU (Core 8)
0.0 %
RAM