

Skining documentation

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Required components (menu - buttons):

<id>2</id> = Change View
 <id>3</id> = Show Theaters
 <id>4</id> = Extra
 <id>40</id> = ShowTimes - only in details view
 <id>41</id> = Play Trailer - only in details view
 <id>42</id> = Next - only in details view
 <id>43</id> = Previous - only in details view

Required components (fadelabels):

<id>46</id> = ShowTimes Control - should be set off screen - used for determining if theater was selected - Control.HasText(46)
 <id>47</id> = TheaterList Control - should be set off screen - used for determining if currently in theater/date list view - Control.IsVisible(47)

Required components (images):

<id>23</id> = Movie Border
 <id>24</id> = Movie Poster - also used for determining if currently in details view - Control.IsVisible(24)

Required components (facade):

<id>50</id> = listcontrol, thumbnailpanel, filmstrip

GUI properties:

#selecteditem = selected facade item - textual - use if you like
 #showtimes_nextupdate = next data update - textual
 #st_backdrop = backdrop, fanart - use it with image
 #st_poster = movie poster - use it with image - control id 24 and/or other if you'd like to have poster in list view
 #st_title = movie title
 #st_theater = selected theater for showtimes - textual - filled only if theater and showtimes day was selected
 #st_moviedate = selected date for showtimes - textual - filled only if theater and showtimes day was selected
 #st_showtimes = showtimes - textual - filled only if theater and showtimes day was selected
 #st_rating = mpaa rating of the selected movie - textual
 #st_userrating = user rating / IMDB rating of the selected movie - textual
 #st_genre = genre of the selected movie - textual
 #st_runtime = runtime of the selected movie - textual
 #st_releasedate = release (premiere) date of the selected movie - textual
 #st_plot = plot of the selected movie - textual
 #st_director = director of the selected movie - textual
 #st_starring = actors of the selected movie - textual
 #st_extra = show data related to "boxoffice" and "coming soon"
 #st_alias = the original name of the movie
 #st_imdb = the IMDB movie code
 #st_tmdb = the TMDB movie code

Useful hints:

Backdrops

If you'd like backdrop visible only in details set this visible status to control you use for backdrop (#st_backdrop):

```
<visible>Control.IsVisible(24)</visible>.
```

Set <visible>yes</visible> if you want it visible at all times.

Some movies might not have backdrop, so remember to also use a default background in the skin file.

Poster

Control with id 24 that contains the poster will automatically become visible once you select the movie and enter details view. If you'd like poster in list view, create a new image control with <texture>#st_poster</texture> and <visible>facadeview.list+!Control.IsVisible(24)</visible>.

#selecteditem, #st_title and showtimes

Use <visible>!Control.IsVisible(24)+!Control.HasText(46)</visible> for a control containing property

#selecteditem. The control will be shown only if not in details screen and if theater was not selected.

Control containing #st_title should probably be visible only in details screen and if theater was not selected.

Therefore <visible>Control.IsVisible(24)+!Control.HasText(46)</visible>. However, the GUI properties are filled and you can use #st_title, #st_theater, #st_moviedate and #st_showtimes even if not in details screen. The control containing the showtimes should probably have label similar to <label>#st_title I #st_moviedate

@ #st_showtimes</label>. It will be visible only if theater was selected:

```
<visible>Control.HasText(46)</visible>.
```

Examples

```

<!-- Show backdrop (fanart) -->
<control>
  <description>fanart</description>
  <type>image</type>
  <id>0</id>
  <posX>0</posX>
  <posY>0</posY>
  <texture>#st_backdrop</texture>
  <width>1280</width>
  <height>720</height>
  <visible>Control.IsVisible(24)</visible>
</control>

<!-- Show poster in listview -->
<control>
  <description>list poster</description>
  <id>1</id>
  <type>image</type>
  <posX>750</posX>
  <posY>300</posY>
  <width>257</width>
  <height>380</height>
  <texture flipY="true" diffuse="diffusemirrorwide.png">#st_poster</texture>
  <keepaspectratio>yes</keepaspectratio>
  <visible>facadeview.list+Control.HasFocus(50)</visible>
</control>

<!-- Show controls only if a theater has been selected in details view -->
<control>
  <description>Showtimes Control</description>
  <type>fadelabel</type>
  <id>46</id>
  <posX>2110</posX>
  <posY>2700</posY>
</control>
<control>
  <description>Showtimes Label</description>
  <type>fadelabel</type>
  <id>0</id>
  <posX>310</posX>
  <posY>400</posY>
  <width>350</width>
  <label>#st_showtimes</label>
  <align>left</align>
  <visible>control.isvisible(24)+control.hastext(46)</visible>
</control>

<!-- Show rating value -->
<control>
  <description>IMDB Rating Value</description>
  <type>imagelist</type>
  <id>32</id>
  <posX>26</posX>
  <posY>585</posY>
  <width>115</width>
  <height>13</height>
  <textureWidth>24</textureWidth>
  <textureHeight>24</textureHeight>
  <subitems>
    <subitem>starbad.png</subitem>
    <subitem>stargood.png</subitem>
  </subitems>
  <orientation>horizontal</orientation>
  <align>left</align>
  <imagesToDraw>10</imagesToDraw>
  <percentage>#st_userrating</percentage>
  <visible>Control.IsVisible(24)</visible>
</control>

```