Label

Table of Contents

Description

A label to display text in MediaPortal.

Changelog

Change	Date	Version
Shadow text	2010/10/10	1.0.1 to 1.1.0

Tags

GUILabelControl (label)

Element Name	Data Type	Description
font	String	The font to use to display the label
label	String	The label text, property or a number that corresponds to an id in the strings.xml file
textcolor	Long	The color of the text. Defaults to 0xFFFFFFFF
align	Alignment	Align the text 'left', 'right' or 'center'
valign	VAlignment	Vertically algin the text 'top', 'middle' and 'bottom'
shadowAngle	Integer	Angle of shadow relative to text
shadowDistance	Integer	Distance between shadow and text
shadowColor	Long	Color of shadow

Inherited by GUIControl

See GUIControl for the full documentation of this control.

Element Name	Data Type	Description
id	Integer	The id of the control. The id will couple the skin file to the code, so if we later on want to check that a user pressed a button, the id will be required and must be unique. For controls that will never be referenced in the code it is safe to set it to "1"
description	String	An optional description of the control for your reference

type	String	The type of the control, for instance "button", "label", "textbox" and all other controls.
posX	Integer	The X-position on the window for this control
posY	Integer	The Y-position on the window for this control
width	Integer	The width of this control
height	Integer	The height of this control
onleft	Integer	The control id to move the focus to when the user moves left. If not specified (or zero) MediaPortal will find the closest control in that direction to move to. As of **v1.7.0** Skin Settings and Skin Expressions are also supported.
onright	Integer	The control id to move the focus to when the user moves right. If not specified (or zero) MediaPortal will find the closest control in that direction to move to. As of **v1.7.0** Skin Settings and Skin Expressions are also supported.
onup	Integer	The control id to move the focus to when the user moves up. If not specified (or zero) MediaPortal will find the closest control in that direction to move to. As of **v1.7.0** Skin Settings and Skin Expressions are also supported.
ondown	Integer	The control id to move the focus to when the user moves down. If not specified (or zero) MediaPortal will find the closest control in that direction to move to. As of **v1.7.0** Skin Settings and Skin Expressions are also supported.
colordiffuse	Long	Allows you to mix a color & a graphics texture. E.g. If you have a graphics texture like a blue button you can mix it with a yellow color diffuse and the end result will be green. Defaults to 0xFFFFFFFF
dimColor	Integer	Color for a control when it is not focussed. Defaults to half transparent (0x60ffffff)
onfocus	String	[Since 1.3] Executes a MediaPortal skin function when the control gains focus. See Skin Settings for more information.

XML Examples

The label tag can contain any of the following:

- A string (e.g. "Hello World")
- A number (e.g. 6) which is then converted to a string from the strings.xml file
- A property (e.g. #date) which is then converted to either a string or number to be converted

Using GUILabelControl from a skin file

```
<control>
   <description>my label</description>
   <type>label</type>
   <id>1</id>
   <posX>80</posX>
   <posY>60</posY>
   <label>6</label>
   <font>font13</font>
   <textcolor>FFdddddd</textcolor>
</control>
```