

Listcontrol

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Description

Used to display the list facade view or [List Layout](#) in MediaPortal.

Changelog

Change	Date	Version
Listcontrol Textcontent3	2010/11/03	1.1.0 to 1.2.0
Listcontrol Scrollbar	2010/11/05	1.1.0 to 1.2.0
ListControl unfocused alpha	2012/09/10	1.2.0 to 1.3.0
Duration in Video Shares View	2014/02/04	1.6.0 to 1.7.0
Index Item Number Display	2010/10/10	1.0.1 to 1.1.0
ListControl Scroll Fix and Loop Delay	2010/11/24	1.1.0 to 1.2.0
Listcontrol Popup Additional Info While Scrolling	2010/12/01	1.1.0 to 1.2.0
TextColorNoFocus	2013/01/27	1.2.0 to 1.3.0
Image borders	2010/10/10	1.0.1 to 1.1.0
New color skin tag for DVD/BluRay folders	2012/06/14	1.2.0 to 1.3.0
Shadow text	2010/10/10	1.0.1 to 1.1.0

Tags

GUIListControl (listcontrol)

Element Name	Data Type	Description
spaceBetweenItems	Integer	The space between items. Default 2
textureHeight	Integer	Default 10
textXOff	Integer	The X offset of the first label
textYOff	Integer	The Y offset of the first label
textXOff2	Integer	The X offset of the second label
textYOff2	Integer	The Y offset of the second label
textXOff3	Integer	The X offset of the third label
textYOff3	Integer	The Y offset of the third label

<i>textpadding</i>	Integer	<i>[deferred to later release]</i> provides "space" inside the label text to prevent overlap with graphics that follow on the right.
<i>textpadding2</i>	Integer	<i>[deferred to later release]</i> provides "space" inside the label2 text to prevent overlap with graphics that follow on the right.
<i>textpadding3</i>	Integer	<i>[deferred to later release]</i> provides "space" inside the label3 text to prevent overlap with graphics that follow on the right.
itemWidth	Integer	Item width - default 16
itemHeight	Integer	Item height - default 16
remoteColor	Long	Default 0xffff0000, Color used to render text when item is remote (e.g. ftp)
playedColor	Long	Default 0xffa0d0ff, Color used to render text when item is currently played
downloadColor	Long	Default 0xff00ff00, Color used to render text when item is currently downloaded
shadedColor	Long	Set the shaded color. Default 0x20ffffff
textvisible1	Boolean	Default true
textvisible2	Boolean	Default true
textvisible3	Boolean	Default true
textalign	String	Align the first(main) label 'left', 'right' or 'center'. Default is left
textalign2	String	Align the second (middle) label 'left', 'right' or 'center'. Default is left
textalign3	String	Align the third (leftmost) label 'left', 'right' or 'center'. <i>Default is left</i>
textcontent3	String	Allowed values are: #selectedIndex, #selecteditem, #selecteditem2, #rating, #duration, #shortduration, #dvdlablel, #year <i>Default is empty.</i>
PinIconXOff	Integer	Default 100
PinIconYOff	Integer	Default 10
PinIconWidth	Integer	
PinIconHeight	Integer	
IconXOff	Integer	The X offset of the icon. Default 8
IconYOff	Integer	The Y offset of the icon. Default 5
scrollOffset	Integer	This is the offset from the first or last element on screen when scrolling should start.
scrollStartDelaySec	Integer	Seconds it takes until scrolling starts. Default: 1
loopDelay	Integer	Wait at the last/first item loopDelay ms until loop to the first/last item
keepaspectratio	Boolean	Keep aspect ratio of list item image. Default false
suffix	String	Default is pipe symbol
font	String	The font for the first label
font2	String	The font for the second label
font3	String	The font for the third label
textcolor	Long	Color of the first label when in focus. Default is 0xFFFFFFFF
textcolor2	Long	Color of the second label when in focus. Default is 0xFFFFFFFF
textcolor3	Long	Color of the third label when in focus. Default is 0xFFFFFFFF
textcolorNoFocus	Long	<i>[Since 1.3]</i> Color of the first label when NOT in focus. Default is 0xFFFFFFFF
textcolorNoFocus2	Long	<i>[Since 1.3]</i> Color of the second label when NOT in focus. Default is 0xFFFFFFFF
textcolorNoFocus3	Long	<i>[Since 1.3]</i> Color of the third label when NOT in focus. Default is 0xFFFFFFFF
selectedColor	Long	Color of the selected first label. Default is 0xFFFFFFFF
selectedColor2	Long	Color of the selected second label. Default is 0xFFFFFFFF

selectedColor3	Long	Color of the selected third label. Default is 0xFFFFFFFF
bdDvdDirectoryColor	Long	[Since 1.3] Color of the 1st label for DVD/BluRay items/folders. Default is 0xFFFFFFFF
bdDvdDirectoryColor2	Long	[Since 1.3] Color of the 2nd label for DVD/BluRay items/folders. Default is 0xFFFFFFFF
bdDvdDirectoryColor3	Long	[Since 1.3] Color of the 3rd label for DVD/BluRay items/folders. Default is 0xFFFFFFFF
shadowAngle	Integer	Angle of text shadow relative to text.
shadowDistance	Integer	Distance between text and shadow.
shadowColor	Integer	Color of shadow
folderPrefix	String	Default is '['
folderSuffix	String	Default is ']'
spinPosX	Integer	The number of pixels the left edge of the spincontrol is offset from the left edge of the screen
spinPoxY	Integer	The number of pixels the top edge of the spincontrol is offset from the top edge of the screen
spinAlign	String	Defines the alignment for the spin button. Default: Left
spinCanFocus	Boolean	Define if the spin button can be focused. If not, onleft and onright are focused immediately. Default: yes
textureUp	String	The name of the unfocused up texture
textureDown	String	The name of the unfocused down texture
textureUpFocus	String	The name of the focused up texture
textureDownFocus	String	The name of the focused down texture
textureFocus [border, position, textureRepeat, textureRotate, texture, colorKey, corners, cornerRotate, mask, tileFill]	String	The texture to display when the button has the focus/is selected
border	String	With this feature you have the ability to add borders composed from textures that you identify. See Borders for a more detailed description.
position	Border Position	Specifies the position of the border relative to the image or control rectangle edges. Valid values are OutsidelImage, InsidelImage, CenterImage, OutsideControl, InsideControl, CenterControl. The default value is "OutsidelImage". Example: <border position="CenterControl">10</border>
textureRepeat	Boolean	
textureRotate	Boolean	
texture	String	
colorKey	Long	
corners	Boolean	
cornerRotate	Boolean	
cornerRotate	String	Allows to specify a mask that defines the areas of the images that are drawn to screen. See Image Masks for more information on how to use image masks in MediaPortal.
tileFill	Boolean	
textureNoFocus [border, position, textureRepeat, textureRotate, texture, colorKey, corners, cornerRotate, mask, tileFill]	String	The texture to display when the button does not have the focus/is not selected
border	String	With this feature you have the ability to add borders composed from textures that you identify. See Borders for a more detailed description.
position	Border Position	Specifies the position of the border relative to the image or control rectangle edges. Valid values are OutsidelImage, InsidelImage, CenterImage, OutsideControl, InsideControl, CenterControl. The default value is "OutsidelImage". See Borders for a more detailed description.
textureRepeat	Boolean	Specifies whether the texture used for the border should repeat or stretch inside each of the four rectangles that compose the overall border. The default value is "no". Example: <border textureRepeat="yes">10</border>

textureRotate	Boolean	
texture	String	
colorKey	Long	
corners	Boolean	
cornerRotate	Boolean	
mask	String	Allows to specify a mask that defines the areas of the images that are drawn to screen. See Image Masks for more information on how to use image masks in MediaPortal.
tileFill	Boolean	Will tile a texture to the rectangle rather than stretch it
scrollbarbg	String	Texture for the background of the scrollbar
scrollbartop	String	Texture for the top of the scrollbar
scrollbarbottom	String	Texture for the bottom of the scrollbar
spinColor	Long	
spinAlign	Integer	
spinHeight	Integer	
spinWidth	Integer	
spinPosX	Integer	
spinPosY	Integer	
unfocusedAlpha [applyToAll]	Integer	The alpha value to use for unfocused elements. Default is 0xFF
applyToAll	Boolean	[Since 1.3] Specifies if unfocusedAlpha should apply to only the label (default) or to all list entry elements (including label2, label3, pinicon, and licon). <i>Default is "false"</i> .
scrollbarXOff	Integer	Set a negative value to move the scrollbar to the left, or a positive value to move it to the right. <i>Default is 0</i> .
scrollbarwidth	Integer	Width of scrollbar. <i>Default is 15</i> .

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.

Properties Exposed

GUIListControl

Property Name	Data Type	Description
#highlightedbutton	String	Sets the value to the label text when the button is highlighted
#selecteditem	String	The currently selected item (i.e. label1)
#selecteditem2	String	Label2 for the control
#selectedthumb	String	Thumb that displays for the selected item

Notes and Examples

```
<control>
  <description>default listcontrol</description>
  <type>listcontrol</type>
  <id>0</id>
  <posX>462</posX>
  <posY>121</posY>
  <width>785</width>
  <height>573</height>
  <spinWidth>33</spinWidth>
  <spinHeight>33</spinHeight>
  <spinPosX>1180</spinPosX>
  <spinPosY>662</spinPosY>
  <spinAlign>Right</spinAlign>
  <spinColor>ffffffff</spinColor>
  <textureUp>page_up_nofocus.png</textureUp>
  <textureDown>page_down_nofocus.png</textureDown>
  <textureUpFocus>page_up_focus.png</textureUpFocus>
  <textureDownFocus>page_down_focus.png</textureDownFocus>
  <textureFocus>list_sub_focus.png</textureFocus>
  <textureNoFocus>list_sub_nofocus.png</textureNoFocus>
  <textureHeight>40</textureHeight>
  <image>empty.png</image>
  <spaceBetweenItems></spaceBetweenItems>
  <font>font13</font>
  <shadedColor>20ffffff</shadedColor>
  <selectedColor3>ff009900</selectedColor3>
  <selectedColor2>ff009900</selectedColor2>
  <selectedColor>ff009900</selectedColor>
  <playedColor>ff6FAFE1</playedColor>
  <playedColor2>ff6FAFE1</playedColor2>
  <textcolor>ffffffff</textcolor>
  <textcolorNoFocus>ffffffff</textcolorNoFocus>
  <textcolor2>ffffffff</textcolor2>
  <textcolor3>ffffffff</textcolor3>
  <colordiffuse>ffffffff</colordiffuse>
  <remoteColor>ffcc9900</remoteColor>
  <remoteColor2>ffcc9900</remoteColor2>
  <downloadColor>ff666666</downloadColor>
  <downloadColor2>ff80ff80</downloadColor2>
  <bdDvdDirectoryColor>ffcc9900</bdDvdDirectoryColor>
  <bdDvdDirectoryColor2>ffcc9900</bdDvdDirectoryColor2>
  <bdDvdDirectoryColor3>ffcc9900</bdDvdDirectoryColor3>
  <dimColor>ffffffff</dimColor>
  <scrollStartDelaySec>1</scrollStartDelaySec>
  <textXOff>8</textXOff>
  <textYOff>2</textYOff>
  <textXOff2>0</textXOff2>
  <textYOff2>2</textYOff2>
  <itemWidth>32</itemWidth>
  <itemHeight>32</itemHeight>
  <IconXOff>12</IconXOff>
  <IconYOff>4</IconYOff>
  <suffix>|</suffix>
  <unfocusedAlpha applyToAll="true">160</unfocusedAlpha>
  <keepaspectratio>false</keepaspectratio>
  <shadowAngle>0</shadowAngle>
  <shadowDistance>0</shadowDistance>
  <shadowColor>00000000</shadowColor>
</control>
```