

# GUIFacadeViewControl

## Description

Control which acts as a facade to the [list](#), [thumbnail](#), [filmstrip](#) and [coverflow](#) layout controls. For the application it presents itself as one control but in reality it will route all actions to the currently selected control (list, icons, filmstrip or coverflow).

## Further Information

- For [Skin Designers](#)

## GUIFacadeViewControl Public Methods

Method Name	Parameter	Description
Add	<a href="#">GUIListItem</a>	Adds a GUIListItem to the end of list
AddAnimations	List<VisualEffect>	
AllocResources		Allocate any resources needed for the controls
Animate	Float, Animator	timePassed, animator
CanFocus		Checks if the control can focus. Boolean
Clear		
Dispose		
DoUpdate		
Filter	Integer, String	searchKind, searchString
FreeResources		Free all resources of the controls
HitTest	Integer, Integer, Integer, Boolean	x, y, out controlID, out focused
GetLayoutLocalizedName	Layout	
InControl	Integer, Integer, Integer	x, y, out controlID
Insert	Integer, <a href="#">GUIListItem</a>	Inserts a GUIListItem into the Facade at the specified index
IsNullLayout	Layout	
MoveItemDown	Integer, Boolean	iItem, select
MoveItemUp	Integer, Boolean	iItem, select
OnAction	Action	
OnMessage	GUIMessage	This method is called when a message was recieved by this control
PreAllocResources		Pre-allocate any resources needed for the controls
Render	Float	Render. This will render the current selected layout
RefreshCoverArt		
ReStorePosition		
Sort	System.Collections.Generic.IComparer<GUIListItem>	
StorePosition		

## GUIFacadeViewControl Public Properties

Property Name	Type	Description
AlbumListLayout	<a href="#">GUIListControl</a>	Property to get/set the list control
Count	Integer	
CoverFlowLayout	<a href="#">GUICoverFlow</a>	Property to get/set the coverflow control

CurrentLayout	GUIControl	Property to get/set the current layout mode
EnableScrollLabel	Boolean	get/set
EnableSMSsearch	Boolean	get/set
FilmstripLayout	<a href="#">GUIFilmstripControl</a>	Property to get/set the filmstrip control
Focus	Boolean	
LayoutControl	GUIControl	Property to get the current layout
ListLayout	<a href="#">GUIListControl</a>	Property to get/set the list control
ListViewType	ListType	Property to get/set the type of listview that will be displayed; <a href="#">GUIListControl</a> or <a href="#">GUIPlayListItemListControl</a>
PlaylistLayout	<a href="#">GUIPlayListItemListControl</a>	Property to get/set the playlist list control
SelectedItem	<a href="#">GUIListItem</a>	
SelectedItemIndex	Integer	
ThumbnailLayout	<a href="#">GUIThumbnailPanel</a>	Property to get/set the thumbnail control
View	ViewMode	Property to get/set the current view mode ( <i>ViewMode.AlbumView</i> , <i>ViewMode.List</i> , <i>ViewMode.Filmstrip</i> , <i>ViewMode.Playlist</i> )
WindowId	Integer	

## Notes and Examples:

### Using GUIFacadeViewControl from a plugin

```

using System;
using System.Windows.Forms;
using MediaPortal.GUI.Library;

namespace OurPlugin
{
    public class Class1 : GUIWindow, ISetupForm
    {
        [SkinControlAttribute(50)]
        public GUIFacadeControl facadeOne = null;

        public Class1()
        {
        }

        public override bool Init()
        {
            return Load(GUIGraphicsContext.Skin+"\\ourplugin.xml");
        }

        protected override void OnPageLoad()
        {
            facadeOne.View = GUIFacadeControl.ViewMode.SmallIcons;

            GUIListItem item = new GUIListItem("Item 1");
            item.Label = "Label";
            item.ThumbnailImage = "C:\\Program Files\\Team MediaPortal\\MediaPortal\\mplogo.gif";
            facadeOne.Add(item);
        }
    }
}

```