

GUIThumbnailPanel

Description

Control GUIThumbnailControl (thumbnailpanel) is used to display [Icons](#) and [Big Icons](#) layouts in MediaPortal. Sometimes referred to as thumbs views or thumbnail views.

Further Information

- For [skin designers](#)

GUIThumbnailPanel Public Methods

Method Name	Parameter	Description
Add	GUIListItem	
AllocResources		
Clear		
Dispose		
FinalizeConstruction		
GetSelectedItem	String, String, String, String	strLabel, strLabel2, strThumbnail, strIndex
GetThumbDimensions	Integer, Integer, Integer, Integer	iXpos, iYpos, iWidth, iHeight
GetThumbDimensionsBig	Integer, Integer, Integer, Integer	iXpos, iYpos, iWidth, iHeight
GetThumbDimensionsLow	Integer, Integer, Integer, Integer	iXpos, iYpos, iWidth, iHeight
HitTest	Integer, Integer, Integer, Boolean	Checks if the x and y coordinates correspond to the current control. x, y, out controlID, out focused Returns True if the control was hit.
Insert	Integer, GUIListItem	index, item
MoveltemDown	Integer	item
MoveltemUp	Integer	item
NeedRefresh	Boolean	Can be called to see if the control needs to redraw itself or not.
OnAction	Action	
OnMessage	GUIMessage	
PreAllocResources		Preallocates the control its DirectX resources.
Render	Float	timePassed
ScaleToScreenResolution		
SetNeedRefresh		
SetTextureDimensions	Integer, Integer	iWidth, iHeight
SetThumbDimensions	Integer, Integer, Integer, Integer	iXpos, iYpos, iWidth, iHeight
SetThumbDimensionsBig	Integer, Integer, Integer, Integer	iXpos, iYpos, iWidth, iHeight
SetThumbDimensionsLow	Integer, Integer, Integer, Integer	iXpos, iYpos, iWidth, iHeight
ShowBigIcons	Boolean	
Sort	System.Collections.Generic.IComparer<GUIListItem>	

GUIThumbnailPanel Public Properties

Property Name	Type	Description
Count	Integer	
DimColor	Integer	
EnableSMSsearch	Boolean	
Focus	Boolean	Get/set if the control has the focus.
FocusName	String	
FontName	String	Get the fontname of the first label.
GetID	Integer	Gets the ID of the control.
ImageHeight	Integer	Gets the height of the images of the items.
ItemHeight	Integer	Get/set the height of an item.
ItemHeightBig	Integer	
ItemHeightLow	Integer	
ImageWidth	Integer	Gets the width of the images of the items.
ItemWidthBig	Integer	
ItemWidthLow	Integer	
ListItems	List<GUIListItem>	
NoFocusName	String	
Scrollbar	GUIVerticalScrollbar	
ScrollySuffix	String	Get/set the scroll suffix
SelectedListItem	GUIListItem	
SelectedListItemIndex	Integer	
ShowTexture	Boolean	
SpinHeight	Integer	
SpinTextColor	Long	
SpinWidth	Integer	
SpinX	Integer	
SpinY	Integer	
TextColor	Long	Get the color of the first label.
TextureHeight	Integer	
TextureHeightBig	Integer	
TextureHeightLow	Integer	
TextureWidth	Integer	
TextureWidthBig	Integer	
TextureWidthLow	Integer	
TextureDownFocusName	String	Gets the name of the focused down texture.
TextureDownName	String	Gets the name of the unfocused down texture.
TextureUpFocusName	String	Gets the name of the focused up texture.
TextureUpName	String	Gets the name of the unfocused up texture.
WindowId	Integer	