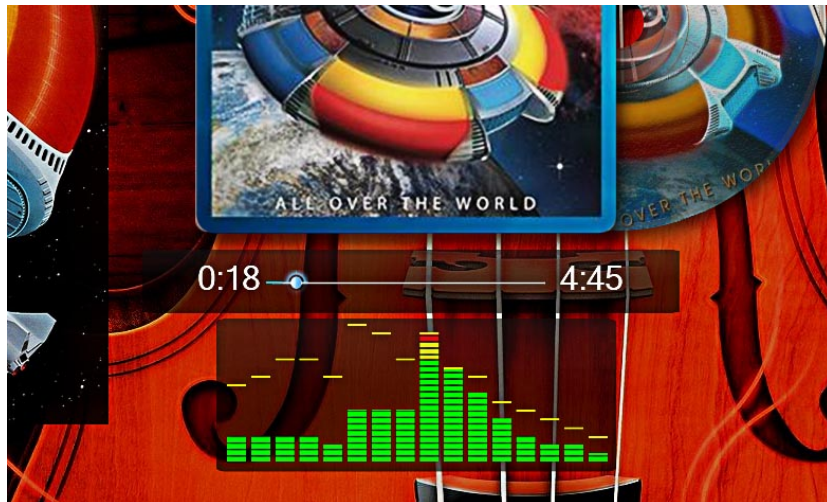


Spectrum Analyzer Plugin

Added in version 1.18

Overview

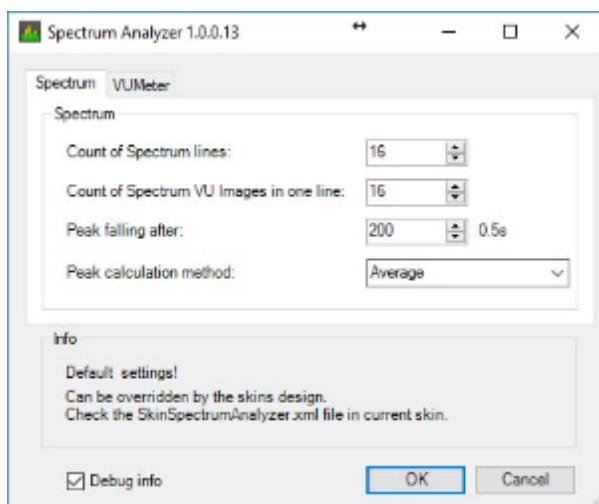
Adds real-time spectrum display to MyMusicPlayingNow.



Configuration

Via the *Spectrum Analyser* plugin, listed in Process Plugins.

Spectrum display

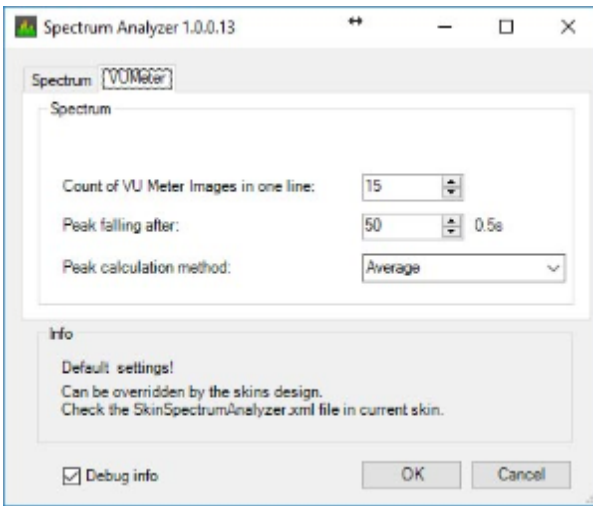


Controls

Control	Description	Default
Count of Spectrum Line	Number of bars displayed	16
Count of Spectrum VU images in one line	Depth of spectrum	16
Peak Falling after	Hold time for peak value	200

Peak Calculation method	Average or Maximum	Average
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VU Display [LED]



Controls

Control	Description	Default
Count of VU Meter Images	Width in LEDS of display	16
Peak Falling after	Hold time for peak value	50
Peak Calculation method	Average or Maximum	Average

Files

Main path is C:\Program Data\Team MediaPortal\MediaPortal

Local Path	Name	Function
\	SpectrumAnalyzer.xml	Holds values from above in XML
skin\%CurrentSkin	SkinSpectrumAnalyzer.xml	Per skin values - optional
skin\%CurrentSkin\Media\spectrum	Spectrum.png	Spectrum line
skin\%CurrentSkin\Media\spectrum	Peak.png	Peak image

SkinSpectrumAnalyzer.xml

Additional information for Designers, options and values used.

```

<?xml version="1.0" encoding="utf-8"?>
<profile>
  <section name="Enabled">    # Plugin enabled Y/N
    <entry name="Spectrum">yes</entry>    # Spectrum display enabled Y/N
    <entry name="SpectrumPeak">yes</entry>  #Display Spectrum Peak Y/N
    <entry name="SpectrumVUMeter">yes</entry> #Use plugin to provide LED type VU meter function Y/N
  </section>
  <section name="SpectrumAnalyzer">
    <entry name="SpectrumImage">Spectrum\Spectrum.png</entry> #Default path to Spectrum image, image displayed
    same wa as 'progress bar'
    <entry name="SpectrumPeakImage">Spectrum\SpectrumPeak.png</entry> #Default path to spectrum peak image -
    displayed as is.
    <entry name="SpectrumSpacing">5</entry> #Default spacing between the spectral lines.
    <entry name="SpectrumCount">16</entry> #Number of spectral lines to display.
    <entry name="SpectrumMax">16</entry> #Number of steps within the spectrum
    <entry name="SpectrumShow">Single</entry> #Use single display [expanded image] or set of mutiple images,
    one per spectral step [see Alternate Display XLM for example].
  </section>
</profile>

```

Skin variables

Name	Type
#spectrumanalyzer.available	Boolean
#spectrumanalyzer.vumeter.available	Boolean

Simple Example XLM

NOTE - this is already supported in DefaultWideHD, code in MyMusicPlayingNowLEDVU.xml, below is provided for reference only.

```

<?xml version="1.0" encoding="utf-8" standalone="yes"?>
<window>
  <controls>
    <control>
      <description>Music Spectrum</description>
      <id>0</id>
      <type>image</type>
      <posX>600</posX>
      <posY>200</posY>
      <width>500</width>
      <height>300</height>
      <texture>#VUSpectrum</texture>
    </control>
  </controls>
</window>

```

Save as Single_Spectrum.xml in skin\$Currentskin and then import into MyMusinPlayingNow.xml

Alternate Display

Plugin supports sepearate specturm images for each level so require 1 image per step, 16 if using default values.

Example XLM.

```

<control>
  <type>image</type>
  <id>0</id>
  <posX>360</posX>
  <posY>430</posY>
  <width>44</width>
  <height>125</height>
  <imagepath>Spectrum</imagepath>
  <texture>#VUSpectrum1</texture>
  <visible>Player.HasAudio+Player.playing+!Player.paused+!string.equals(#spectrumanalyzer.available,true)<
</visible>
  <shouldCache>true</shouldCache>
</control>

```

```
.....snip.....
<control>
  <type>image</type>
  <id>0</id>
  <posX>1020</posX>
  <posY>430</posY>
  <width>44</width>
  <height>125</height>
  <imagepath>Spectrum</imagepath>
  <texture>#VUSpectrum16</texture>
  <visible>Player.HasAudio+Player.playing+!Player.paused+!string.equals(#spectrumanalyzer.available,true)<
/visible>
  <shouldCache>true</shouldCache>
</control>
```