

# Add watched/unwatched and other icons for thumbnailpanel/filmstrip/coverflow

## Purpose

- Required: No
- Type of Change: Feature

## Description of Change

This feature adds the possibility to add watched/unwatched and other icons for thumbnailpanel/filmstrip/coverflow.

## New skin properties which are available in listcontrol:

```
<showWatchedImage OnFolder="yes" OnlyOnFocus="no">yes</showWatchedImage>
<WatchedImagePosX>2</WatchedImagePosX>
<WatchedImagePosY>2</WatchedImagePosY>
<WatchedImageWidth>20</WatchedImageWidth>
<WatchedImageHeight>20</WatchedImageHeight>
<WatchedImageWatchedTexture>Watched.png</WatchedImageWatchedTexture>
<WatchedImageUnWatchedTexture>UnWatched.png</WatchedImageUnWatchedTexture>

<showFolderStatusImage>yes</showFolderStatusImage>
<FolderStatusImagePosX>0</FolderStatusImagePosX>
<FolderStatusImagePosY>0</FolderStatusImagePosY>
<FolderStatusImageWidth>163</FolderStatusImageWidth>
<FolderStatusImageHeight>163</FolderStatusImageHeight>
<FolderStatusImageUserGroupTexture>group.png</FolderStatusImageUserGroupTexture>
<FolderStatusImageCollectionTexture>collection.png</FolderStatusImageCollectionTexture>
<FolderStatusImageBdDvdFolderTexture />
<FolderStatusImageRemoteTexture/>

<showRatingImage UserRating="yes">yes</showRatingImage>
<RatingImagePosX>182</RatingImagePosX>
<RatingImagePosY>0</RatingImagePosY>
<RatingImageWidth>100</RatingImageWidth>
<RatingImageHeight>100</RatingImageHeight>
<RatingImageTexturePrefix>Rating</RatingImageTexturePrefix>
<RatingImageTextureSuffix />
<RatingUserImageTexturePrefix>RatingUser</RatingUserImageTexturePrefix>
<RatingUserImageTextureSuffix />

<allowScrolling>yes</allowScrolling>
```

## Hint for Rating properties:

```
[XMLSkinElement("RatingImageTexturePrefix")] protected string _ratingImageTexturePrefix = string.Empty; //
Filename -> Prefix + RatingNumber + Suffix (if Suffix empty then .png)
[XMLSkinElement("RatingImageTextureSuffix")] protected string _ratingImageTextureSuffix = string.Empty; // For
Prefix = Rating, Rating = 5, Suffix = White.png -> Rating5White.png
[XMLSkinElement("RatingUserImageTexturePrefix")] protected string _ratingUserImageTexturePrefix = string.Empty;
// Filename -> Prefix + UserRatingNumber + Suffix (if Suffix empty then .png)
[XMLSkinElement("RatingUserImageTextureSuffix")] protected string _ratingUserImageTextureSuffix = string.Empty;
// For Prefix = Rating, UserRating = 10, Suffix = Red.png -> Rating10Red.png
```

## Additional:

- Add new properties in FilmStrip and ThumbnailPanel **#facadeview.focus.X**, **#facadeview.focus.Y**, **#facadeview.focus.Width**, **#facadeview.focus.Height**
- Add new properties for posX, posY in GUIImage like **<posX property="#someproperty">initialValue</posX>**
- Add to new properties X, Y, width, height for Big Icons support in GUIFilmstripControl, GUIThumbnailPanel.

```
<WatchedImagePosX Big="127">100</WatchedImagePosX>
<WatchedImagePosY Big="127">100</WatchedImagePosY>
<WatchedImagePosWidth Big="300">200</WatchedImagePosWidth>
<WatchedImagePosHeight Big="400">300</WatchedImagePosHeight>
```

## Additional Information and References

<b>Jira Issue:</b>	<a href="#">MP1-4839</a>
<b>Related xml(s):</b>	
<b>Windows IDs:</b>	
<b>Related GUI control:</b>	GUIFacadeControl
<b>Author:</b>	ajs
<b>Date added:</b>	Thu, 15 May 2017

## XML/Code Samples

### MyVideo:

```
<control>
  <animation effect="fade" time="250">WindowOpen</animation>
  <animation effect="fade" time="250">WindowClose</animation>
  <description>composite control consisting of a list control and a thumbnail panel</description>
  <type>facadeview</type>
  <id>50</id>
  <control>
    <description>listcontrol</description>
    <type>listcontrol</type>
    <id>50</id>
    <onleft>2</onleft>
    <onright>2</onright>
    <scrollOffset>1</scrollOffset>
    <posX>1165</posX>
    <posY>331</posY>
    <height>700</height>
    <width>698</width>
    <textXOff>44</textXOff>
    <textXOff2>650</textXOff2>
    <textXOff3>2000</textXOff3>
    <textYOff3>10</textYOff3>
    <textureHeight>54</textureHeight>
    <textureFocus>listcontrol_item_selected.png</textureFocus>
    <textureNoFocus>-</textureNoFocus>
    <dimColor>ffffffff</dimColor>
    <spinPosX>1828</spinPosX>
    <spinPosY>1000</spinPosY>
  </control>

  <control>
    <description>Filmstrip view</description>
    <type>filmstrip</type>
    <dimColor>90ffffff</dimColor>
    <id>50</id>
    <scrollOffset>3</scrollOffset>
    <folderPrefix></folderPrefix>
    <folderSuffix></folderSuffix>
    <posX>130</posX>
    <posY>595</posY>
```

```

<width>1700</width>
<height>340</height>
<onup>2</onup>
<onkeydown>2</onkeydown>
<onleft>50</onleft>
<onright>50</onright>
<thumbWidth>230</thumbWidth>
<thumbHeight>327</thumbHeight>
<thumbPosX>0</thumbPosX>
<thumbPosY>0</thumbPosY>
<itemWidth>240</itemWidth>
<itemHeight>327</itemHeight>
<textureWidth>230</textureWidth>
<textureHeight>327</textureHeight>
<textYOff>-2000</textYOff>
<imageFolderFocus>--</imageFolderFocus>
<frame>--</frame>
<frameFocus>--</frameFocus>
<background>--</background>
<thumbs flipY="true" diffuse="Thumb_Mask_test.png" mask="filmstrip_mask.png"></thumbs>
<showFrame>yes</showFrame>
<showFolder>no</showFolder>
<showBackGround>no</showBackGround>
<showInfoImage>no</showInfoImage>
<scrollbarBackground>scrollbar_bg_hor.png</scrollbarBackground>
<scrollbarLeft>scrollbar_left_hor.png</scrollbarLeft>
<scrollbarRight>scrollbar_right_hor.png</scrollbarRight>
<scrollbarWidth>717</scrollbarWidth>
<scrollbarHeight>8</scrollbarHeight>
<scrollbarYOff>375</scrollbarYOff>
<keepaspectratio>no</keepaspectratio>
<thumbAnimation effect="zoom" acceleration="-2" start="100,100" reversible="false" end="120,120" center="
0,880" time="200">focus</thumbAnimation>
<thumbAnimation effect="zoom" start="120,120" reversible="false" end="100,100" center="0,880" time="100"
>unfocus</thumbAnimation>
<!-- MPL-4839 -->
<showWatchedImage OnFolder="yes" OnlyOnFocus="no">yes</showWatchedImage>
<WatchedImagePosX>0</WatchedImagePosX>
<WatchedImagePosY>0</WatchedImagePosY>
<WatchedImageWidth>55</WatchedImageWidth>
<WatchedImageHeight>55</WatchedImageHeight>
<WatchedImageWatchedTexture>Watched.png</WatchedImageWatchedTexture>
<WatchedImageUnWatchedTexture>UnWatched.png</WatchedImageUnWatchedTexture>

<showFolderStatusImage>yes</showFolderStatusImage>
<FolderStatusImagePosX>108</FolderStatusImagePosX>
<FolderStatusImagePosY>0</FolderStatusImagePosY>
<FolderStatusImageWidth>122</FolderStatusImageWidth>
<FolderStatusImageHeight>122</FolderStatusImageHeight>
<FolderStatusImageUserGroupTexture>group.png</FolderStatusImageUserGroupTexture>
<FolderStatusImageCollectionTexture>collection.png</FolderStatusImageCollectionTexture>

<showRatingImage UserRating="yes">yes</showRatingImage>
<RatingImagePosX>108</RatingImagePosX>
<RatingImagePosY>0</RatingImagePosY>
<RatingImageWidth>122</RatingImageWidth>
<RatingImageHeight>122</RatingImageHeight>
<RatingImageTexturePrefix>Rating</RatingImageTexturePrefix>
<RatingImageTextureSuffix />
<RatingUserImageTexturePrefix>RatingUser</RatingUserImageTexturePrefix>
<RatingUserImageTextureSuffix />
</control>

<control>
<description>Thumbnail Panel</description>
<type>thumbnailpanel</type>
<id>50</id>
<posX>754</posX>
<posY>342</posY>
<width>1150</width>
<height>700</height>

```

```

<folderPrefix></folderPrefix>
<folderSuffix></folderSuffix>
<onleft>2</onleft>
<onright>2</onright>
<itemWidth>138</itemWidth>
<itemHeight>196</itemHeight>
<textureWidth>138</textureWidth>
<textureHeight>196</textureHeight>
<thumbWidth>128</thumbWidth>
<thumbHeight>186</thumbHeight>
<thumbPosX>6</thumbPosX>
<thumbPosY>5</thumbPosY>
<itemWidthBig>214</itemWidthBig>
<itemHeightBig>304</itemHeightBig>
<thumbWidthBig>204</thumbWidthBig>
<thumbHeightBig>294</thumbHeightBig>
<textureWidthBig>216</textureWidthBig>
<textureHeightBig>304</textureHeightBig>
<thumbPosXBig>6</thumbPosXBig>
<thumbPosYBig>5</thumbPosYBig>
<zoomXPixels>0</zoomXPixels>
<zoomYPixels>0</zoomYPixels>
<hideUnfocusTexture>no</hideUnfocusTexture>
<keepaspectratio>no</keepaspectratio>
<renderFocusText>no</renderFocusText>
<renderUnfocusText>no</renderUnfocusText>
<frameNoFocus>-</frameNoFocus>
<frameFocus>video_thumb_focus.png</frameFocus>
<textureMask></textureMask>
<shadowAngle>90</shadowAngle>
<shadowDistance>50</shadowDistance>
<thumbZoom>no</thumbZoom>
<spinPosX>1828</spinPosX>
<spinPosY>1000</spinPosY>
<unfocusedAlpha>100</unfocusedAlpha>
<!-- MPL-4839 -->
<showWatchedImage OnFolder="yes" OnlyOnFocus="no">yes</showWatchedImage>
<WatchedImagePosX Big="0">0</WatchedImagePosX>
<WatchedImagePosY Big="0">0</WatchedImagePosY>
<WatchedImageWidth Big="55">25</WatchedImageWidth>
<WatchedImageHeight Big="55">25</WatchedImageHeight>
<WatchedImageWatchedTexture>Watched.png</WatchedImageWatchedTexture>
<WatchedImageUnWatchedTexture>UnWatched.png</WatchedImageUnWatchedTexture>

<showFolderStatusImage>yes</showFolderStatusImage>
<FolderStatusImagePosX Big="82">78</FolderStatusImagePosX>
<FolderStatusImagePosY Big="0">0</FolderStatusImagePosY>
<FolderStatusImageWidth Big="122">50</FolderStatusImageWidth>
<FolderStatusImageHeight Big="122">50</FolderStatusImageHeight>
<FolderStatusImageUserGroupTexture>group.png</FolderStatusImageUserGroupTexture>
<FolderStatusImageCollectionTexture>collection.png</FolderStatusImageCollectionTexture>

<showRatingImage UserRating="yes">yes</showRatingImage>
<RatingImagePosX Big="82">78</RatingImagePosX>
<RatingImagePosY Big="0">0</RatingImagePosY>
<RatingImageWidth Big="122">50</RatingImageWidth>
<RatingImageHeight Big="122">50</RatingImageHeight>
<RatingImageTexturePrefix>Rating</RatingImageTexturePrefix>
<RatingImageTextureSuffix />
<RatingUserImageTexturePrefix>RatingUser</RatingUserImageTexturePrefix>
<RatingUserImageTextureSuffix />
</control>

<control>
<description>Cover Flow view</description>
<type>coverflow</type>
<colordiffuse>90ffffff</colordiffuse>
<dimColor>90ffffff</dimColor>
<id>50</id>
<onup>3</onup>
<ondown>3</ondown>

```

```
<onleft>50</onleft>
<onright>50</onright>
<posX>0</posX>
<posY>595</posY>
<width>1920</width>
<height>340</height>
<selectedCard>0</selectedCard>
<cardWidth>238</cardWidth>
<cardHeight>340</cardHeight>
<angle>55</angle>
<sideShift>150</sideShift>
<sideGap>120</sideGap>
<sideDepth>110</sideDepth>
<offsetY>0</offsetY>
<selectedOffsetY>0</selectedOffsetY>
<speed>10</speed>
<showFrame>yes</showFrame>
<frame>-</frame>
<frameFocus>-</frameFocus>
<keepaspectratio>no</keepaspectratio>
<frameWidth>238</frameWidth>
<frameHeight>340</frameHeight>
<spinSpeed>8</spinSpeed>
<unfocusedAlpha>FF</unfocusedAlpha>
<folderPrefix></folderPrefix>
<folderSuffix></folderSuffix>
<font1>font12</font1>
<font2>font11</font2>
<label1>#title</label1>
<label2>#genre</label2>
<textColor>FFFFFF</textColor>
<remoteColor>FFFF0000</remoteColor>
<playedColor>FFA0D0FF</playedColor>
<downloadColor>FF00FF00</downloadColor>
<selectedColor>FFFFFF</selectedColor>
<shadowAngle>45</shadowAngle>
<shadowDistance>1</shadowDistance>
<shadowColor>FF000000</shadowColor>
<label1YOff>1430</label1YOff>
<label2YOff>1390</label2YOff>
<pageSize>5</pageSize>
<scrollbarBackground>scrollbar_bg_hor.png</scrollbarBackground>
<scrollbarLeft>scrollbar_left_hor.png</scrollbarLeft>
<scrollbarRight>scrollbar_right_hor.png</scrollbarRight>
<scrollbarWidth>717</scrollbarWidth>
<scrollbarHeight>8</scrollbarHeight>
<scrollbarYOff>375</scrollbarYOff>
<cards flipY="true" diffuse="Thumb_Mask_test.png" mask="filmstrip_mask.png"></cards>
<!-- MP1-4839 -->
<showWatchedImage OnFolder="yes" OnlyOnFocus="no">yes</showWatchedImage>
<WatchedImagePosX>0</WatchedImagePosX>
<WatchedImagePosY>0</WatchedImagePosY>
<WatchedImageWidth>55</WatchedImageWidth>
<WatchedImageHeight>55</WatchedImageHeight>
<WatchedImageWatchedTexture>Watched.png</WatchedImageWatchedTexture>
<WatchedImageUnWatchedTexture>UnWatched.png</WatchedImageUnWatchedTexture>

<showFolderStatusImage>yes</showFolderStatusImage>
<FolderStatusImagePosX>116</FolderStatusImagePosX>
<FolderStatusImagePosY>0</FolderStatusImagePosY>
<FolderStatusImageWidth>122</FolderStatusImageWidth>
<FolderStatusImageHeight>122</FolderStatusImageHeight>
<FolderStatusImageUserGroupTexture>group.png</FolderStatusImageUserGroupTexture>
<FolderStatusImageCollectionTexture>collection.png</FolderStatusImageCollectionTexture>

<showRatingImage UserRating="yes">yes</showRatingImage>
<RatingImagePosX>116</RatingImagePosX>
<RatingImagePosY>0</RatingImagePosY>
<RatingImageWidth>122</RatingImageWidth>
<RatingImageHeight>122</RatingImageHeight>
<RatingImageTexturePrefix>Rating</RatingImageTexturePrefix>
```

```
<RatingImageTextureSuffix />
<RatingUserImageTexturePrefix>RatingUser</RatingUserImageTexturePrefix>
<RatingImageTextureSuffix />
</control>

<control>
  <description>playlist listcontrol</description>
  <type>playlistcontrol</type>
  <id>50</id>
  <onleft>2</onleft>
  <onright>2</onright>
  <scrollOffset>1</scrollOffset>
  <posX>1165</posX>
  <posY>331</posY>
  <height>700</height>
  <width>698</width>
  <textXOff>44</textXOff>
  <textXOff2>580</textXOff2>
  <textXOff3>2000</textXOff3>
  <textYOff3>10</textYOff3>
  <upBtnXOffset>585</upBtnXOffset>
  <downBtnXOffset>616</downBtnXOffset>
  <deleteBtnXOffset>649</deleteBtnXOffset>
  <textureHeight>54</textureHeight>
  <textureFocus>listcontrol_item_selected.png</textureFocus>
  <textureNoFocus>-</textureNoFocus>
  <dimColor>ffffffff</dimColor>
  <spinPosX>1828</spinPosX>
  <spinPosY>1000</spinPosY>
</control>

</control>
```

## Screenshots

MyVideo: