

GUIListControl

Description

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

Further Information

- For [skin designers](#)

GUIListControl Public Methods

Method Name	Parameter	Description
Add	GUIListItem	
AllocResources		Allocates the control its DirectX resources.
CanFocus		
Clear		
Dispose		Frees the control its DirectX resources.
FinalizeConstruction		
GetScrollLabelDelegate	GUIListItem	
GetSelectedItem	String, String, String, String	strLabel, strLabel2, strThumb, strIndex
GUIListControl	Integer	dwParentID
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	iltem
MoveltemUp	Integer	iltem
NeedRefresh	Boolean	Can be called to see if the control needs to redraw itself or not.
OnAction	Action	This method gets called when there's a new action like a keypress or mousemove or... By overriding this method, the control can respond to any action
OnMessage	GUIMessage	This method gets called when there's a new message. Controls send messages to notify their parents about their state (changes) By overriding this method a control can respond to the messages of its controls
PreAllocResources		Preallocates the control its DirectX resources.
RemoveItem	Integer	iltem
Render	Float	Renders the control.
ScaleToScreenResolution		
ScrollToEnd		
SetColor2	Long, Long	Set the colors of the second label. dwTextColor, dwSelectedColor
SetColor3	Long, Long	Set the colors of the third label. dwTextColor, dwSelectedColor
SetImageDimensions	Integer, Integer	Sets the dimension of the images of the items. iWidth, iHeight

SetNeedRefresh		
SetPageControlVisible	Boolean	Set the visibility of the page control.
SetTextOffsets	Integer, Integer, Integer, Integer, Integer, Integer	Sets the offsets of the text. iXOffset, iYOffset, iXOffset2, iYOffset2, iXOffset3, iYOffset3. The X offset of the first label, The Y offset of the first label, The X offset of the second label, The Y offset of the second label, The X offset of the third label, The Y offset of the third label.
Sort	System.Collections.Generic.IComparer<GUIListItem>	Sorts the list of items in this control. Comparer = The comparer on which the sort is based.

GUIListControl Public Properties

Property Name	Type	Description
ButtonFocusName	String	Gets the name of the texture for the focused item.
ButtonNoFocusName	String	Gets the name of the texture for the unfocused item.
Count	Integer	
CursorX	Integer	
DimColor	Integer	
DownloadColor	Long	
DrawFocus	Boolean	
EnableScrollLabel	Boolean	
EnableSMSsearch	Boolean	
Focus	Boolean	Get/set if the control has the focus.
Font2	String	Get/set the font for the second label.
Font3	String	Get/set the font for the third label.
FontName	String	Get the fontname of the first label.
FontName2	String	Get the fontname of the second label.
GetID	Integer	Gets the ID of the control.
GUIVerticalScrollbar	Scrollbar	Gets the vertical scrollbar.
IconOffsetX	Integer	Gets they X offset of the icon.
IconOffsetY	Integer	Gets they Y offset of the icon.
ImageHeight	Integer	Gets the height of the images of the items.
ImageWidth	Integer	Gets the width of the images of the items.
ItemHeight	Integer	Get/set the height of an item.
ItemsPerPage	Integer	
KeepAspectRatio	Boolean	Get/set if the aspect ratio of the images of the items needs to be kept.
ListItems	List<guilistitem/>	
Offset	Integer	
PinIconHeight	Integer	
PinIconXOff	Integer	
PinIconYOff	Integer	
PinIconWidth	Integer	
PlayedColor	Long	
RemoteColor	Long	
Scrollbar	GUIVerticalScrollbar	
ScrollySuffix	String	Get/set the scroll suffix
SelectedColor	Long	Get the color of the text of the first label of a selected item.

SelectedColor2	Long	Get the color of the text of the second label of a selected item.
SelectedColor3	Long	Get the color of the text of the second label of a third item.
SelectedListItem	GUIListItem	
SelectedListItemIndex	Integer	
SelectedRectangle	Rectangle	
ShadedColor	Long	Get/set the shaded color.
Space	Integer	Get/set the space between items.
SpinHeight	Integer	
SpinIntegerextColor	Long	
SpinWidth	Integer	
SpinX	Integer	
SpinY	Integer	
Text3Alignment	Alignment	
Text3Content	String	
TextAlignment	Alignment	
TextColor	Long	Get the color of the first label.
TextColor2	Long	Get the color of the second label.
TextColor3	Long	Get the color of the third label.
TextOffsetX	Integer	Gets the X offset of the first label.
TextOffsetX2	Integer	Gets the X offset of the second label.
TextOffsetX3	Integer	Gets the X offset of the third label.
TextOffsetY	Integer	Gets they Y offset of the first label.
TextOffsetY2	Integer	Gets they Y offset of the second label.
TextOffsetY3	Integer	Gets they Y offset of the third label.
TextVisible1	Boolean	
TextVisible2	Boolean	
TextVisible3	Boolean	
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.
TypeOfList	ListType	
WindowId	Integer	
WordWrap	Boolean	