

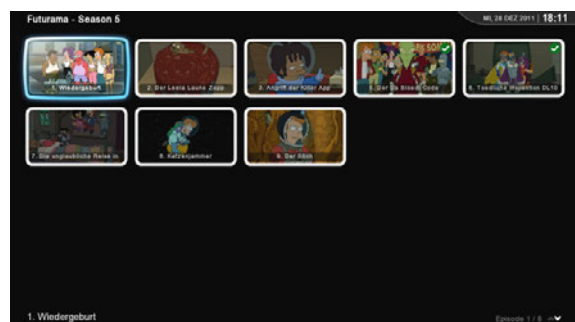
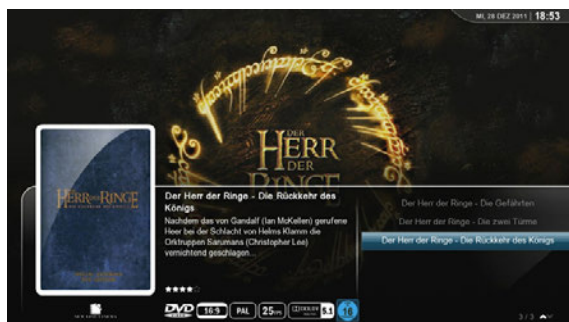
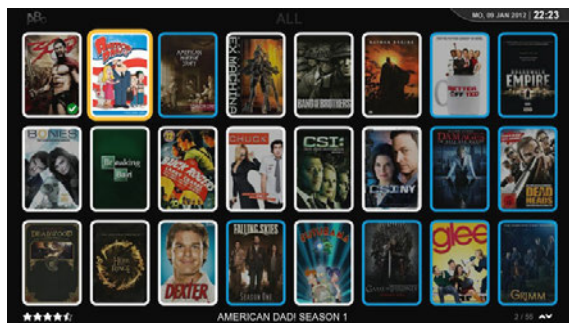
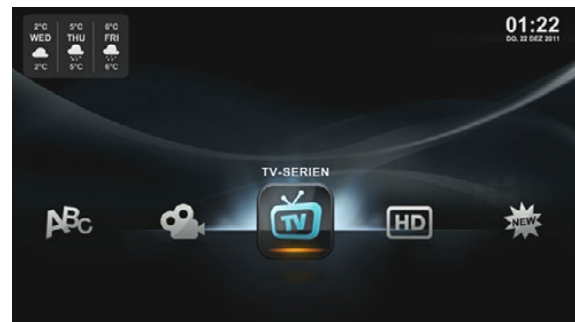
a Schnickschnack skin for Eversion

v1.2

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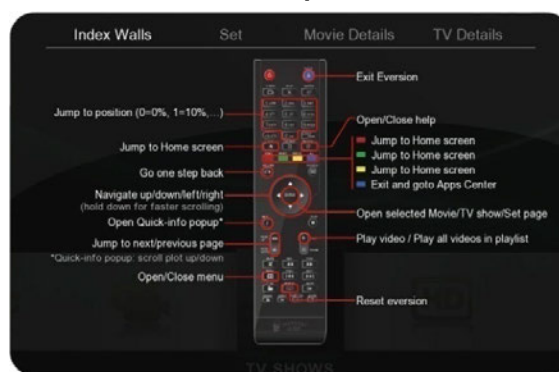
1 OVERVIEW



Menu



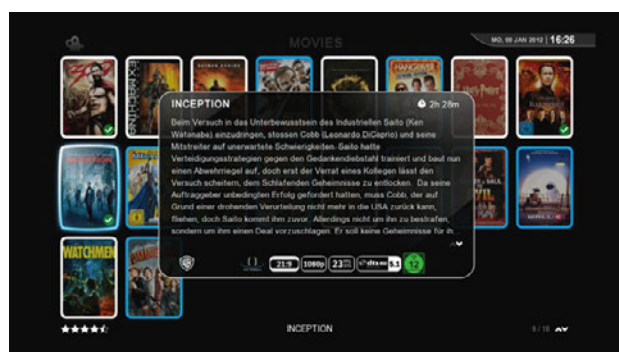
Help



Weather



Quick-info



C-200/300



A-200/300



Popbox V8



Popbox



Asiabox

Common functions

| Function | Button | Description |
|--------------------|-----------------------------|--|
| Help | TIME SEEK | Can be opened from all screens to get screen-specific help. |
| Menu | MENU | Opens a menu with links to categories, trailers, weather, help and other functions. |
| Quick-info | INFO | Can be opened on all index walls to get a short info overview for the selected movie or TV show |
| Text scroll | PAGE UP/DOWN VOL UP/DOWN | Scrolling through long plots in Quick-info and on movie detail screens – not available for TV episode plots. |
| Reset | REPEAT | Eversion can be re-started from all screens; especially helpful when adjusting settings. |

Note: Not all remotes have the same button layout.

2 GETTING STARTED

⚠ Note: *It is strongly recommended to make a backup copy of the current YAMJ Jukebox or start a new one for evZap! That will make it much easier to switch back if necessary.*

Minimum Requirements: YAMJ (r2900) with Eversion v0.2.8.13 (r0169)

- Make a backup copy of `/skins/eversion/interface/eversion/images/splash.png` – will be overwritten.
- Copy `/eversion` folder from evZap package to YAMJ/skins
→ `/skins/evZap` and `/resources/evZap` should now be in `/skins/eversion` folder.
- Open `moviejukebox.properties.evzap`, compare with existing `moviejukebox.properties` and make changes if needed. In this case most settings are individual (Jukebox name, languages, certifications,...)

If you want to use an existing Jukebox, **all artwork “overwrite” properties must be set “true”** as it has to be re-created for evZap. But since this will take almost as long as creating a new Jukebox, it is recommended to directly start with a new Jukebox.

It is recommended to use at least for the first run:

```
mjb.forceIndexOverwrite=true
mjb.forceSkinOverwrite=true
mjb.filter.certification=true
mjb.xmlCertificationFile=certification-default.xml
mjb.categories.indexList=Other,Genres,Title,Certification,Year,Library,Set,Ratings
# Minimum number of movies in an index before it shows on the categories page
mjb.categories.minCount=1
```

For per-episode rating:

```
mjb.includeEpisodeRating=true
```

For people data (better do not change these settings if are using a Jukebox with a people index):

```
mjb.people=true
plugin.people.maxCount.director=1
plugin.people.maxCount.writer=2
plugin.people.maxCount.actor=7
mjb.people.popularity=5000
mjb.includePhoto=false
```

Only name, job and role are supported by evZap; `mjb.people.popularity=5000` prevents people index creation.

- Compare `categories-default.xml` and `certification-default.xml` from evZap package with the existing ones in YAMJ folder and take what you need.

⚠ Note: In `categories-default.xml` **DO NOT USE** the “rename” fields (i.e. “rename”=“category name”)!
Translations are done by Eversion!

- Make a backup copy of `/skins/eversion/skin-user.properties` (if existing) and rename the `skin-user.properties.evzap` to `skin-user.properties`.
- Start new YAMJ scan.
- In `/Jukebox/eversion/settings/` make a copy of `esettings-default.xml` and rename it to `esettings.xml`. Open `esettings.xml` and delete the following line with the version info at the bottom:

```
<eversion>RXXX</eversion>
```


Change at least the following values to enable the evZap skin:


```
<eskin>evZap</eskin>
<translation>en_zap.xml</translation>
```

- In `/Jukebox/evZap/` make a copy of `settings-default.xml` and rename it to `settings.xml`.

Setting up evZap

Where performance allows it, evZap can be modified by editing `/Jukebox/eversion/settings/esettings.xml` (→3. *ESETTINGS.XML*) or `/Jukebox/evZap/settings.xml` (→4. *SETTINGS.XML*). But in many cases you need to make changes in eskin files or YAMJ properties files (→5. *MANUAL MODIFICATIONS*).

 **Note:** The more media infos or images are shown on the screen the lower the performance of Eversion. The settings were created to make evZap more user-friendly but for experienced users it is recommended to remove unnecessary data or images directly from the .eskin files (`/Jukebox/evZap/code`) in order to increase speed.

 **Tip:** After the first scan and as long as you don't change the artwork settings there is no need to re-run YAMJ for every Eversion modification. Just go directly to `/Jukebox/evZap` or `/Jukebox/eversion/settings`, make your changes and restart Eversion.

Always transfer modified .eskin and media files to the `/skins/eversion/eskins/evZap/code` and `-/media` folders prior to the next YAMJ scan!! Otherwise changes will be overwritten.

3 ESETTINGS.XML

esettings.xml file locations: `/Jukebox/eversion/settings`

Some changes need to be made in *esettings.xml* (create if not existent) for evZap setup.

Open *esettings-default.xml* and copy/paste the settings that need to be changed to *esettings.xml*.

Set evZap as default Eversion eskin

```
<!-- ***** OVERALL SETTINGS -->
<!-- eskin to use -->
<eskin>evZap</eskin>
```

Set evZap translation file

```
<!-- What translation file should the skin use for prompts -->
<translation>de_zap.xml</translation>
```

Set your language+ "_zap.xml" ("en_zap.xml", "de_zap.xml", "fr_zap.xml",...).

For some languages translation files aren't available or some terms haven't been translated, yet. In these cases the appropriate language files need to be created or completed.

File location: `/skins/eversion/interface/eversion/settings` and `/Jukebox/eversion/settings`

Set time format (12/24h) for clock.

```
<!-- clock format. Options 12=12hour, 24=24hour -->
<clock>24</clock>
```

12: 20:15

24: 08:15pm

Test Eversion in internet browser

```
<!-- bypass api: when set to true, failures to talk to hardware players will disable
instead of error -->
<bypassapi>true</bypassapi>
```

To check the effect of modifications with an internet browser on a PC, set *bypassapi=true* and copy/paste/rename `Jukebox/eversion.phf` to `eversion.swf`. Open *eversion.swf* in the browser.

4 SETTINGS.XML

settings.xml file locations: */Jukebox/evZap*

4.1 Home menu setup

4.1.1 Home menu style

```
<!-- ##### HOME MENU ##### -->
<!-- Home menu design: home_ev (evStreamed like), home_v8 (Popbox V8 like), home_300
(PCH A/C-300 like), home_zap (Zappiti like) -->
<menuHOME>home_v8</menuHOME>
```

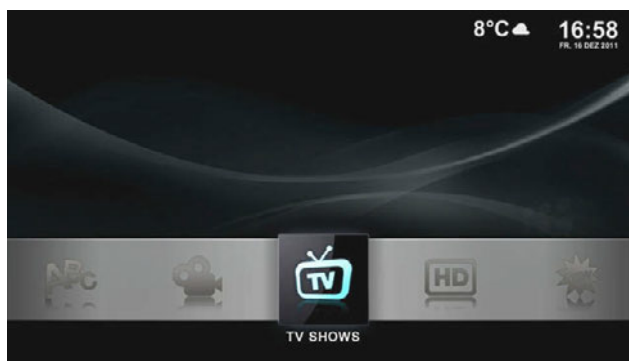
home_ev

(evStreamed-like)



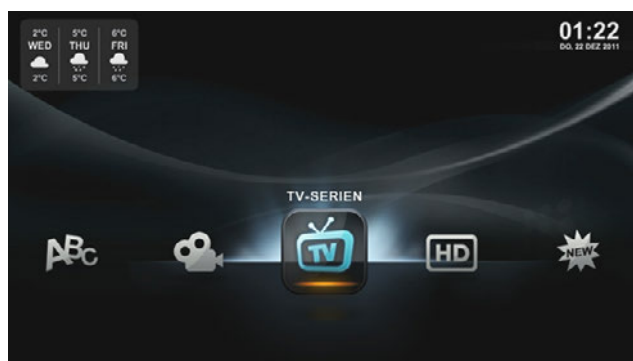
home_v8

(Popbox V8-like)



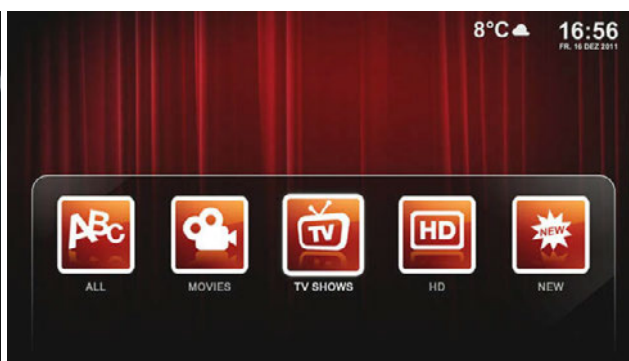
home_300

(PCH A/C-300-like)



home_zap

(Zappiti-like)



The look of the genre index is also influenced by the selection of "home_ev"/"home_v8"/"home_300" (upper left) or "home_zap" (lower right).



4.1.2 Home menu weather setup

Show current weather conditions and temperature (PCH A/C-300 style)

```
<!-- Show current temperature and weather (PCH A/C-300 like) -->
<current_weather>true</current_weather>
```

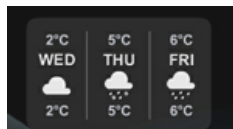
True:



Show 3-day forecast (PCH C-300 style)

```
<!-- Show 3-day weather forecast (PCH C-300 like) -->
<home_forecast>>false</home_forecast>
```

True:



The location of these weather infos is set in the `<citycode>` tag (see →4.4 Weather setup)

4.1.3 Background setup

4.1.3.1 Background - singlepic

Activate single fanart background in home menu

```
<!-- Enable single background fanart in home menu (true, false) -->
<homebg>>false</homebg>
```

True: when browsing through the home menu a background image will be shown dependent on the cursor position. There needs to be a background image (JPG, 1920x1080) in the `/Jukebox/evZap/media/home/background` folder with the same name as the corresponding menu item. For correct naming see YAMJ categories-default.xml or Eversion's "originaltitle" variable.

Example: category name="Movies" → `movies.jpg`

False: deactivated

4.1.3.2 Background - Slideshow

Activate background fanart slideshow in home menu

```
<!-- Enable background fanart slideshow in home menu (true, false) -->
<homeslideshow>>true</homeslideshow>
```

True: when browsing through the home menu a background slideshow will be shown dependent on the menu position. Up to 20 different background images **for every** menu item can be used. For correct naming see YAMJ categories-default.xml or Eversion's "originaltitle" variable.

There need to be two elements per menu item to modify slideshow backgrounds:

- a SWF file with the same name as the corresponding menu item (just copy/paste/rename an existing one in `/Jukebox/evZap/media/home/background`)
- 1-20 background images (JPG, 1920x1080 in `/Jukebox/evZap/media/home/background`).

Example: category name="Movies" → `movies.swf` AND `movies1.jpg`, `movies2.jpg`, ... `movies20.jpg`

False: deactivated


⚠ Note: In the folder `/Jukebox/evZap/media/home/background/swf` `html` and `-/swf cliploader` are two types of SWF files which use different techniques to draw the slideshow background (`html`=default). To try out if one or the other technique shows better results just replace the SWF files in the `/Jukebox/evZap/media/home/background/` folder.

Since every menu item has its own background images, the slideshow restarts every time a new item is chosen. This is the **delay time** in seconds for the restart (minimum is 1 sec.).

```
<!-- Home menu slideshow start delay (values [sec]: 1(=minimum), 2, 3,...) -->
<startdelay>1.5</startdelay>
```

Time interval in seconds the background changes (minimum is 1 sec.).

```
<!-- Home menu slideshow interval (values [sec]: 1(=minimum), 2, 3,...) -->
<interval>3</interval>
```

 **Note:** If you don't want the background slideshow being depended on menu items, i.e. it should be shown permanently, modify the *home_ev.eskin*, *home_v8.eskin*, *home_300.eskin* or *home_zap.eskin* file (/Jukebox/evZap/code): inside the image block "slideshow_bg" remove

```
<segname>menubar</segname>
<hyper>1</hyper>
```

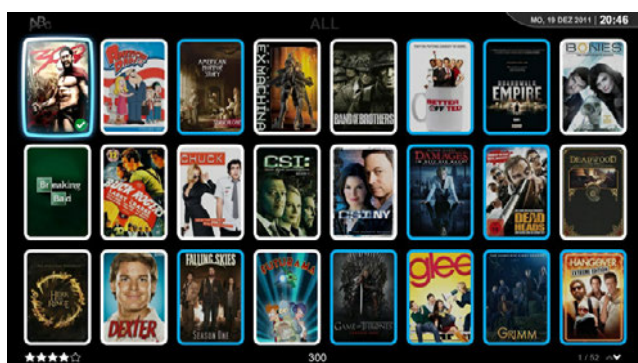
and rename "[originaltitle].swf" to e.g. "all.swf". After that only *all#.jpg* (#=1-20) backgrounds will be shown; add/change these as you like in */Jukebox/evZap/media/home/background*.

4.2 Index wall setup

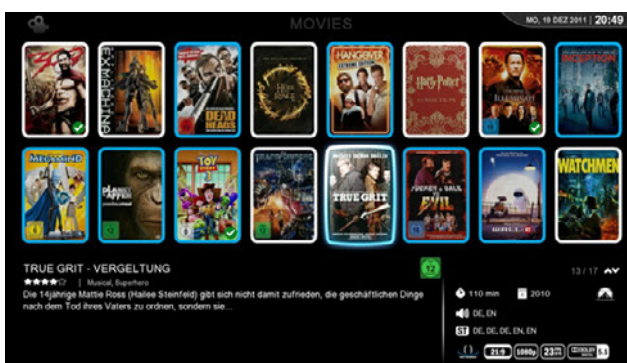
4.2.1 Index wall styles

```
<!-- ##### INDEX PAGES ##### -->
<!-- indexindex is everything else. Values: wallfull, infowall -->
<indexINDEX>wallfull</indexINDEX>
<!-- indexmovie is the Movies and New-Movies index. Values: wallfull, infowall -->
<indexMOVIE>wallfull</indexMOVIE>
<!-- indextv is the TV Shows and New-TV index. Values: wallfullbanner, infobanner -->
<indexTV>infobanner</indexTV>
<!-- indexmovieset is a boxset of movies. Values: infolist -->
<indexMOVIESET>infolist</indexMOVIESET>
<!-- indextvset is a tv show set of seasons. Values: infolistbanner -->
<indexTVSET>infolistbanner</indexTVSET>
<!-- Lundman trailer (Youtube) index wall. Values: trailerfullwall, trailerinfowall -->
<indexTrailers>trailerfullwall</indexTrailers>
```

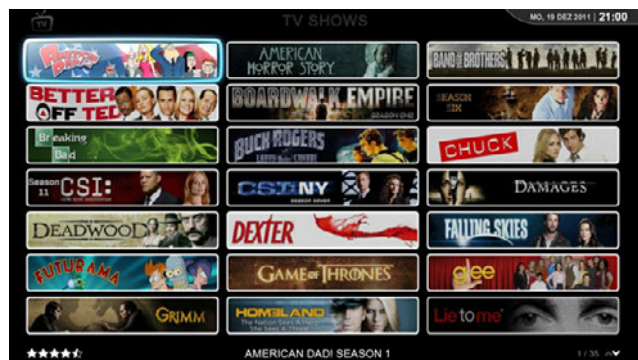
wallfull



infowall



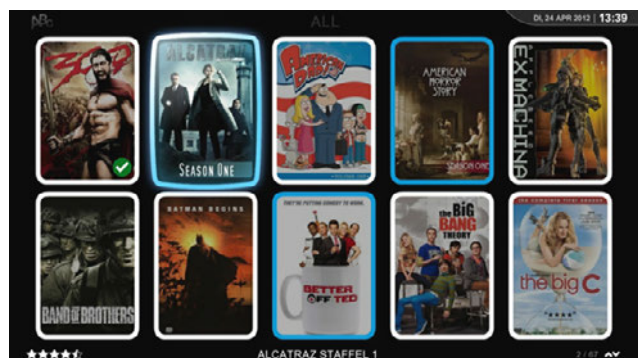
wallfullbanner



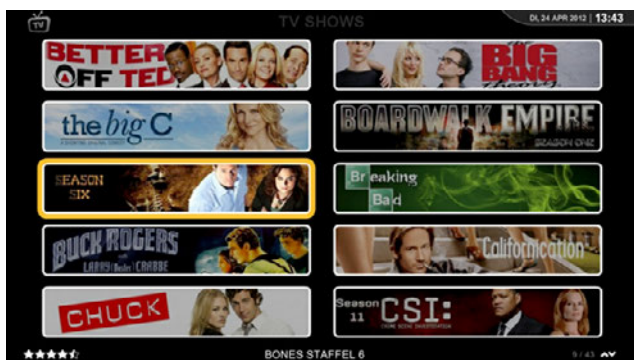
infobanner



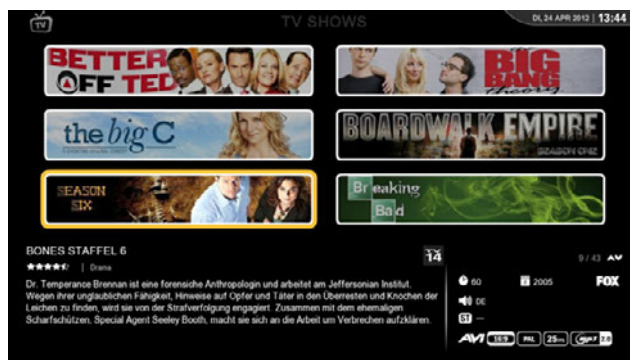
wallfull2row



wallfullbanner2col



infobanner2col



Show bar with **video source info** on top of thumbnails. Not recommended because it decreases scrolling speed.

Better use YAMJ xmlOverlay function to achieve this (see →p.24).



```
<!-- Show videosource overlay on index thumbnails (true/false). Decreases scrolling speed! -->
<index_vidsource>false</index_vidsource>
```

Dim index tiles by a certain percentage (0 =off, 10, 20, 25, 33, 40, 50, 60) when not highlighted, i.e. highlighted thumbnails/banners/etc. are brighter.

```
<!-- Dim index tiles that are not selected. Values [%]: 0 (=off), 10, 20, 25, 33, 40, 50, 60 -->
<dimtile>33</dimtile>
```

Tiles on index wall can show up with a **fade-in effect**.

```
<!-- Fade-in index tiles (true, false) -->
<fadetiles>true</fadetiles>
```

True: Index wall thumbnails/banners fade in

False: Index wall thumbnails/banners show up abruptly

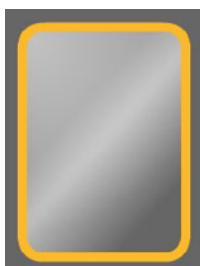
4.2.2 Cursor styles

4.2.2.1 Thumbnail & banner cursors

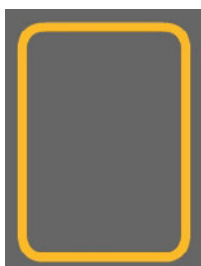
Choose cursor for thumbnail/banner indexes (wallfull, infowall, wallfullbanner, infobanner, infolistbanner).

```
<!-- ##### CURSOR SETTINGS ##### -->
<!-- Cursor style: 1: Yellow cursor +refl | 2: Yellow cursor norefl | 3: PCH-300 +refl | 4: PCH-300 +refl2 | 5: PCH-300 norefl -->
<!-- Yellow cursor is a bit faster -->
<cursor>3</cursor>
```

1: Yellow cursor
with mirror effect



2: Yellow cursor
without mirror effect



3: V8/PCH300 cursor
with mirror effect 1



4: V8/PCH300 cursor
with mirror effect 2



5: V8/PCH300 cursor
without mirror effect



4.2.2.2 List view cursors

Choose cursor list view indexes (infolist, TV details list).

```
<!-- List cursor style: 0: no cursor | 1: evStreamed | 2: Yellow cursor | 3: PCH-300 -->  
<listcursor>3</listcursor>
```

0: no cursor

1: evStreamed



2: Yellow cursor



3: V8/PCH300 style



4.3 Movie/TV details setup

4.3.1 Movie details style

```
<!-- ##### DETAIL PAGES ##### -->
<!-- Skin style for Movie details page. Values: movie -->
<detailsMOVIE>movie</detailsMOVIE>
```



- ① 3D icon
- ② videosource/audioinfo
- ③ additional videosource
- ④ audioinfo
- ⑤ tagline/original title



- ① Show animated "3D" icon on movie details screen

```
<!-- Show animated "3D" icon on movie details screen (true/false) -->
<3danimate>true</3danimate>
```

True: show animated 3D logo in the upper left corner if movie is 3D

False: Don't show 3D logo

- ② Show additional **videosource** icon OR **audioinfo** icon OR **none** of both in the lower mediainfo bar.

```
<!-- Show videosource OR 2nd audioinfo in lower mediainfo bar on movie detail pages
(values: none, videosource, audioinfo) -->
<addinfo_movie>videosource</addinfo_movie>
```

"audioinfo" has currently no effect.

3 Show additional video source info in the right Movie detail section

```
<!-- Show videosource in right section of movie detail pages (true/false) -->
<vidsource_movie>true</vidsource_movie>
```

True: show video source info

False: leave empty

4 Choose appearance of small audio info (language/codecs/channels)

```
<!--Style of small audiochannels on movie detail pages:
1: audio flags+channel icon | 2: audio flags+channel digits (2.0, 5.1, etc.) | 3:
language list-->
<audioinfo_movie>1</audioinfo_movie>
```

1: channel icon



2: digits (2.0, 5.1, etc.)



3: language list



5 Show tagline OR original title below the movie title in the Movie detail popup (infomoviepopup).

```
<!--Show tagline or original title in infomoviepopup (values: tagline, originaltitle)-->
<popuptag>tagline</popuptag>
```

4.3.2 TV details style

```
<!-- Skin style for TV season details page (episode list) . Values: tv1, tv2 -->
<!-- tv1: contains listview of episodes. Use overlay_fanart_tvlist.png as YAMJ fanart
overlay (rename to overlay_fanart_tv.png)! -->
<!-- tv2: contains TV show infos (runtime, year, actors, genre). Use
overlay_fanart_tvdetail.png as YAMJ fanart overlay (rename to overlay_fanart_tv.png)!-->
<detailsTV>tv1</detailsTV>
```

TV1 - episode list



- ① season banner/TV show name
- ② episode/TV show rating
- ③ first aired
- ④ videosource/audiointfo
- ⑤ genres/videosource
- ⑥ audiointfo

TV2 - TV show infos



Note: When changing from **tv1** to **tv2** or v.v., a new YAMJ scan with `mjb.forceFanartOverwrite=true` must be executed in order to change fanart background!

TV1: For YAMJ fanart overlay copy/paste `overlay_fanart_tvlist(normal/bright).png` (`skins/eversion/resources/evZap`) and rename to `overlay_fanart_tv.png`

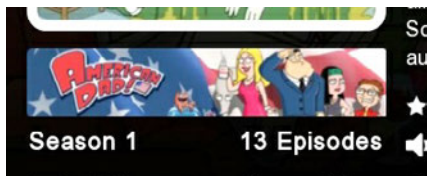
TV2: For YAMJ fanart overlay copy/paste `overlay_fanart_tvdetail(normal/bright).png` (`skins/eversion/resources/evZap`) and rename to `overlay_fanart_tv.png`

❶ Show season **banner** or TV show **name** on TV details screen

```
<!-- Show banner or TV show name on TV details screen (values: banner, name) -->
<series_name>banner</series_name>
```

banner

show season banner



name

show TV show name



❷ Choose episode rating (**true**) or TV show rating (**false**) in TV details.

```
<!-- Show episode rating (=true) or TV show rating (=false) on TV details screen
(true/false) -->
<episoderating>true</episoderating>
```

If `episoderating=true`, `mjb.includeEpisodeRating=true` must be set in YAMJ properties.

❸ Show (**true**) or hide (**false**) "first aired" date in TV details.

```
<!-- Show first aired info on TV details screen (true/false) -->
<firstaired>true</firstaired>
```

❹ Show additional **videosource** icon OR **audioinfo** icon OR **none** of both in the lower mediainfo bar.

```
<!-- Show videosource OR 2nd audioinfo in lower mediainfo bar on TV detail pages
(values: none, videosource, audioinfo) -->
<addinfo_tv>videosource</addinfo_tv>
```

"audioinfo" has currently no effect.

❺ Show additional **videosource** OR **genre** info in the right TV2 section (TV2 only!).

```
<!-- Show videosource or genres in right section of tv2 detail pages (values:
videosource, genre) -->
<right_tvinfo>videosource</right_tvinfo>
```

❻ Choose appearance of small audio info (language/codecs/channels)

```
<!--Style of small audiochannels on TV detail pages:
1: audio flags+channel icon | 2: audio flags+channel digits (2.0, 5.1, etc.) | 3:
language list | 4: language flag+channel icon (2.0, 5.1, etc.) | 5: language
flag+channel digits (2.0, 5.1, etc.) -->
<audioinfo_tv>1</audioinfo_tv>
```

1: channel icon



2: digits (2.0, 5.1, etc.)



3: language list



4: channel icon



5: digits (2.0, 5.1, etc.)



4.4 Weather setup



Choose weather units

```
<!-- ##### WEATHER SETTINGS ##### -->
<!-- Temperatur unit: °C/°F (values: C, F) -->
<units>c</units>
```

C: temperature "°C", pressure "mb"

F: temperature "°F", pressure "in"

Choose weather city codes (<http://edg3.co.uk/snippets/weather-location-codes/>)

```
<!-- Weather city code. To find out go to http://edg3.co.uk/snippets/weather-location-
codes/ -->
<!-- Examples: GMXX0087 = Munich, USNY0996 = New York -->
<citycode>GMXX0087</citycode> <!-- used for home menu weather -->
<citycode1>GMXX0087</citycode1>
<citycode2>USNY0996</citycode2>
```

Adding more locations

- Expand city codes: "citycode3", "citycode4"...
- For every "citycode" a corresponding city item must be added in `/Jukebox/evZap/weather.control`:

```
<item>
  <title>City3</title>
  <number>3</number>
  <action>BACK</action>
  <data>1</data>
</item>
...
```

- For every "citycode" copy/paste/rename `weather_full.1.swf` to `weather_full.3.swf`, `weather_full.4.swf`, etc. in `/Jukebox/evZap/media/weather`.

4.5 Common settings

Set skin language (independent from language setting in `esettings.xml`); has effect on date language.

```
<!-- ##### COMMON SETTINGS ##### -->
<!-- Skin language. Has effect on date (values: EN, DE, FR; default = EN) -->
<skinlang>de</skinlang>
```

For time format (12/24h) see `esettings.xml` (→3. *ESETTINGS.XML*).

Choose NMT model to show help screens for the appropriate remote control.

```
<!-- Help setting: media player model (values: C200, A200, A300, popbox, popboxV8,
asiabox) Note: A200=A210 -->
<nmtmodel>C200</nmtmodel>
```

Supported NMT models: PCH **C200, A200** (=A210), **A300, Popbox, PopboxV8, Asiabox**

Choose certification system for movies: *MPAA* (small and wide logos), *FSK/Germany*, *BBFC*, *Australia*.

```
<!-- Certification setting. Values: mpaa, mpaa_wide, germany, fsk, bbfc, australia -->
<certification>germany</certification>
```

⚠ This affects only certification in Movie and TV detail pages! To change certification in indexes, modify `footer_infowall.xml`, `footer_set.xml` and `footer_indexinfo.xml` and re-run YAMJ with `mjb.forceFooterOverwrite=true` (see →5.3 *Change mediainfo footer appearance in indexes*).

Limit aspect ratios to 4:3, 16:9 and 21:9.

```
<!-- Limit aspect ratio to 4:3, 16:9 and 21:9 (true, false) -->
<limitaspect>true</limitaspect>
```

True: all aspect ratio values will be transformed into 4:3, 16:9 or 21:9.

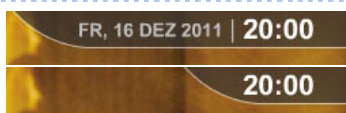
False: show exact values (e.g. 2.35:1)

⚠ This affects only aspect ratio in Movie and TV detail pages! To change aspect ratio appearance in indexes change `footer_infowall.xml`, `footer_set.xml` and `footer_indexinfo.xml` and rerun YAMJ with `mjb.forceFooterOverwrite=true` (see →5.3 *Change mediainfo footer appearance in indexes*).

Clock appearance

```
<!-- Show clock with date on all pages (true, false); does not affect home menu clock-->
<largeclock>true</largeclock>
```

True: show clock with date



False: show clock without date

Set categories for lists in home and side menu

```
<!-- Categories for home/side menu -->
<!--Other,Genres,Title,Certification,Year,Library,Cast,Director,Writer,Country,Set,
Award,Person,Ratings -->
<homelist>Other</homelist>
<menulist>Other,Genres,Title,Library,Year,Set,Ratings </menulist>
<userlist>Genres</userlist>
<userlist2>Certification</userlist2>
```

In order to keep the home menu of evZap simple, only a few “Other” categories and “Genres” (=“userlist”) were taken. The full set of categories (`categories-default.xml`) is only used for the side menu (=“menulist”) to get a bigger variety of categories there.

Extend home menu items

To use all "Other" categories in the home menu, activate "homelist" in */Jukebox/evZap/home.control* (remove `<!-- -->`). Also remove/comment out "item" blocks in *home.control* that are not needed anymore (*All, Movies, TV Shows, HD, New*).

```
<control>
  <!--<insert>
    <info>homelist</info>
  </insert>-->
  <item>
    <name>All</name>
    <action>SWITCH</action>
    <title>[:%all,upper:]</title>
    <originaltitle>all</originaltitle>
    <data>Other_All_1</data>
  </item>
  ...
```

5 MANUAL MODIFICATIONS

Note: The following instructions are only basic guidelines since YAMJ configuration is very individual, dependent on user and system!

5.1 skin-user.properties

skin-user.properties/skin.properties file location: `/skins/eversion`

Always a good bedtime lecture: <http://code.google.com/p/moviejukebox/wiki/PropertiesConfiguration>
<http://code.google.com/p/moviejukebox/wiki/SkinConfiguration>

5.1.1 Differentiate HD videos

```
highdef.differentiate=false
```

True: HD videos will be differentiated between "HD-720" and "HD-1080".

False: Both "HD-720" and "HD-1080" videos will be shown only as "HD".

5.1.2 Change language info appearance

In order to change the way how language data are shown, one of the following code segments must be active, the other two must be deleted or commented out ("#" at the beginning of each line).

Full language names, English, German, French, etc.:

```
## Full language names ##
filename.scanner.language.keywords=Chinese,Dual_Language,EnglishC,French,GermanC,Hebrew,
Hindi,Hungarian,Italian,Japanese,Norwegian,Polish,Portuguese,Russian,Spanish,Swedish,
Thai,VO,Danish,Dutch,Tagalog,Comment
# These are the language codes that correspond to the keywords specified in the
'filename.scanner.language.keywords' property
filename.scanner.language.keywords.Arabic=Arabic,ARABIC,arabic,ar,ara,AR,Ara,ARA
filename.scanner.language.keywords.Bulgarian=Bulgarian,BULGARIAN,bulgarian,bg,bul,BG,Bul
,BUL
filename.scanner.language.keywords.Chinese=ZH,Zh,zh,CHI,Chi,chi,CHINESE,Chinese,Chinese
...
```

2-letter ISO 639 code, EN,DE,FR, etc.:

```
## ISO 639-1 (2-letter code) ##
filename.scanner.language.keywords=AR,ZH,BG,HR,CS,DA,DL,NL,EN,FI,FR,DE,HE,HI,HU,IS,IT,JP
,NO,PL,PT,RU,ES,SV,TH,TR,VO,TL,Com
# These are the language codes that correspond to the keywords specified in the
'filename.scanner.language.keywords' property
filename.scanner.language.keywords.AR=Arabic,ARABIC,arabic,ar,ara,AR,Ara,ARA
filename.scanner.language.keywords.BG=Bulgarian,BULGARIAN,bulgarian,bg,bul,BG,Bul,BUL
filename.scanner.language.keywords.ZH=Chinese,ZH,Zh,zh,CHI,Chi,chi,CHINESE,Chinese
...
```

3-letter ISO 639 code, ENG,DEU,FRA, etc.:

```
## ISO 639-1 (3-letter code) ##
filename.scanner.language.keywords=ARA,BUL,CHI,HRV,CZE,DAN,Dual,NL,ENG,FIN,FRA,DEU,HEB,
HIN,HUN,ISL,ITA,JPN,NOR,POL,POR,RUS,ESP,SWE,THA,TUR,VOS,TGL,Com
# These are the language codes that correspond to the keywords specified in the
'filename.scanner.language.keywords' property
filename.scanner.language.keywords.ARA=Arabic,ARABIC,arabic,ar,ara,AR,Ara,ARA
filename.scanner.language.keywords.BUL=Bulgarian,BULGARIAN,bulgarian,bg,bul,BG,Bul,BUL
filename.scanner.language.keywords.CHI=Chinese,ZH,Zh,zh,CHI,Chi,chi,CHINESE,Chinese
...
```


Change delimiter for audio/subtitle language separation:

```
mjb.language.delimiter=,
mjb.subtitle.delimiter=,
```

", " (comma + space) → EN, DE, FR

" / " (space + slash + space) → EN / DE / FR

5.2 Modify index thumbnails

If changing the flash based frames (→5.2.1, SWF files) seems to be too difficult, try the alternatives (→5.2.2, →5.2.3).

5.2.1 Modify color of flash based frames (SWF)**5.2.1.1 Set all frames to white**

In order to show only white frames change the files */Jukebox/evZap/code/wallfull.eskin* and *-/infowall.eskin* from

```
<image>
  <name>thumbnailframe</name>
  <file>[:@media:]wall/thumbframe_fade[:#fadetiles,lower:]_[:smartres,filesafe,
lower:].swf</file>
  ...
</image>
```

to

```
<image>
  <name>thumbnailframe</name>
  <file>[:@media:]wall/thumbframe_fade[:#fadetiles,lower:]_white.swf</file>
  ...
</image>
```

Now the frame color doesn't depend on resolution ("smartres") anymore.

5.2.1.2 Change frame color

First you need to know that there are thumbnail frame files for every resolution (see */Jukebox/evZap/media/wall: thumbframe_fadetrue(false)_hd720.swf*, *thumbframe_fadetrue(false)_sd.swf*, etc.). Possible resolution values are "3d720", "3d1080", "hd720", "hd1080", "hd4.3", "sd" and "unknown".

These files have to be replaced by frame files whose colors can be modified in Eversion settings.

- First define up to four colors in */Jukebox/evZap/settings.xml*.

```
<!-- Frame colors of thumbnails on index wall. Values: HEX code, e.g. fffffff=white,
000000=black, 3d0000=blue -->
<!-- Works only with thumbframe(_fade).evColor#.swf (tools folder)!!! -->
<thumbnail_color1>ffffff</thumbnail_color1>
<thumbnail_color2>3d0000</thumbnail_color2>
<thumbnail_color3>ffffff</thumbnail_color3>
<thumbnail_color4>ffffff</thumbnail_color4>
```

- In folder */Jukebox/evZap/media/wall/tools* corresponding thumb frame files (*thumbframe_fadetrue(false)_evColor#.swf*) can be found for every color (#=1-4).
- Duplicate/rename *thumbframe_fadetrue(false)_evColor#.swf* to *thumbframe_fadetrue(false)_resolutionX.swf* where the resolution X should show a frame with color#. Move file to */Jukebox/evZap/media/wall* folder.

Examples:

- "SD" = white frames (ffffff=color1) → duplicate and rename *thumbframe_fadetrue_evColor1.swf* and *thumbframe_fadefalse_evColor1.swf* to *thumbframe_fadetrue_sd.swf* and *thumbframe_fadefalse_sd.swf*.
- "HD1080" = blue frames (3d0000=color2) → duplicate and rename *thumbframe_fadetrue_evColor2.swf* and *thumbframe_fadefalse_evColor2.swf* to *thumbframe_fadetrue_hd1080.swf* and *thumbframe_fadefalse_hd1080.swf*.

Repeat that for every resolution.

5.2.2 Modify frames by YAMJ properties

By changing the following values in *skin-user.properties* a frame with rounded edges and a resolution specific color is drawn around all thumbnails and/or banners.

Note: "dim" and "fade-in" options will not work properly anymore.

- Adjust "width", "height", "cornerRadius", "frame.size" (=thickness), etc. until you get the wanted result.

Example:

```
# thumbnails
thumbnails.format=png
thumbnails.width=200
thumbnails.height=293
thumbnails.normalize=false
thumbnails.stretch=true
thumbnails.roundCorners=true
thumbnails.cornerRadius=20
# Add a frame with a defined thickness (= frameSize) around the Image
# depending on resolution (SD, HD, 720p, 1080p) it can be filled with RGB color; default
# is White (255, 255, 255)
# Note: for 720p and 1080p differentiation, "highdef.differentiate=true" must be set.
# Bluray Blue 3/151/215 Light Green 0/194/138
thumbnails.addFrame=true
thumbnails.frame.size=9
thumbnails.frame.colorSD=255/255/255
thumbnails.frame.colorHD=3/151/215
thumbnails.frame.color720=0/194/138
thumbnails.frame.color1080=3/151/215
thumbnails.cornerQuality=13
```

If necessary proceed for banners in the same manner.

- Adjust thumbnail position and remove the original frame images (red) in the respective eskin files (thumbnails: *wallfull.eskin/infowall.eskin*, banners: *infobanner.esin/wallfullbanner.eskin*)

```
<tile>
  <cols>8</cols>
  <rows>3</rows>
  <width>154</width>
  <height>212</height>
  <image>
    <name>thumbnail</name>
    <file>[:@jukebox:][:thumbnail:]</file>
    <posx>8.2</posx>
    <posy>9.7</posy>
    <width>135</width>
    <height>193</height>
  </image>
  ...
  <image>
    <name>thumbnailframe </name>
    <file>[:@media:]wall/ thumbframe_fade[:#fadetiles,lower:][:smartres,filesafe,
lower:].swf </file>
    <posx>8.2</posx>
    <posy>9.7</posy>
    <width>135</width>
    <height>193</height>
  </image>
  ...
```

- Re-run YAMJ with *mjb.forceThumbnailsOverwrite=true* and/or *mjb.forceBannersOverwrite=true*

5.2.3 Modify thumbnails by YAMJ xmlOverlay functionality

This is just a short overview, the details about the YAMJ xmlOverlay functionality can be found here:

<http://code.google.com/p/moviejukebox/wiki/OverlayXML>

Note: "dim" and "fade-in" options will not work properly anymore.

5.2.3.1 Add thumbnail frames (xmlOverlay)

By changing the following values in skin-user.properties an overlay PNG file containing a frame with rounded edges and a resolution specific color is merged into all thumbnail and/or banner images.

- Adjust the values as follows to get the wanted result.

Example:

```
# thumbnails
thumbnails.format=png
thumbnails.width=200
thumbnails.height=293
...
thumbnails.videoout=true
...
thumbnails.normalize=false
thumbnails.stretch=true
thumbnails.perspective=false
thumbnails.overlay=true
#thumbnails default overlay image: 218x311px
thumbnails.overlay.source=default
thumbnails.overlay.offsetX=8
thumbnails.overlay.offsetY=8
thumbnails.xmlOverlay=true
thumbnails.xmlOverlayFile=zap_thumbnail.xml
```

In the folder `/skins/eversion/resources/evZap` must be a xmlOverlay file `zap_thumbnail.xml` (contains the settings for the overlays), overlay PNG images and a `default_overlay_thumbnail.png` image (determines the thumbnail's dimensions).

Note: There are already some example files in the `/skins/eversion/resources/evZap` folder with some basic settings for the thumbnails (`zap_thumbnail.xml`).

If necessary proceed for banners in the same manner.

- Like in →5.2.2/step 2, adjust thumbnail position and remove the original frame images in eskin files.
- Re-run YAMJ with `mjb.forceThumbnailsOverwrite=true` and/or `mjb.forceBannersOverwrite=true`

5.2.3.2 Add videosource overlay to thumbnails (xmlOverlay)

By changing the following values in *skin-user.properties* an overlay PNG file containing a video source-specific bar is merged onto certain thumbnail images.



- Adjust the values as follows to get the wanted result.

Example:

```
# thumbnails
thumbnails.format=png
thumbnails.width=200
thumbnails.height=293
...
thumbnails.videosource=true
...
thumbnails.Normalize=false
thumbnails.stretch=true
thumbnails.perspective=false
thumbnails.overlay=true
#thumbnails default overlay image: 218x311px
thumbnails.overlay.source=default
thumbnails.overlay.offsetX=8
thumbnails.overlay.offsetY=8
thumbnails.xmlOverlay=true
thumbnails.xmlOverlayFile=zap_thumbnail.xml
```

In the folder */skins/eversion/resources/evZap* must be a *xmlOverlay* file *zap_thumbnail.xml* (contains the settings for the overlays), overlay PNG images and a *default_overlay_thumbnail.png* image (determines the thumbnail's dimensions).

⚠ Note: There are already some example files in the */skins/eversion/resources/evZap* folder with some basic settings for the thumbnails (*zap_thumbnail.xml*).

- Like in → 5.2.2/step 2 adjust thumbnail position and - if *xmlOverlay* frames are used - remove the original frame images in *eskin* files.
- Re-run YAMJ with *mjb.forceThumbnailsOverwrite=true*

5.3 Change mediainfo footer appearance in indexes

As mediainfo icons on indexes are based on YAMJ footer images, their components and style can only be changed by the xmlOverlay functions in the *skin-user.properties* (see <http://code.google.com/p/moviejukebox/wiki/OverlayXML>).



If an icon is missing or not correct, check xmlOverlay image libraries in */skins/eversion/resources/evZap/flags*, *-/certification* or *-/company*. Also check *footer_set.xml* (for infolist and infolistbanner), *footer_infowall.xml* (for infowall and infobanner) and *footer_indexinfo.xml* (for wallinfopopup) for the missing icons.

Note: Movie/TV detail screens DO NOT use these footer images although it might look so! The mediainfo icons on these pages are defined only by the eskin files */Jukebox/evZap/code/common.movie.eskin*, *tv1.eskin* and *tv2.eskin*.

5.3.1 Changing aspect ratio appearance

Note: For changing aspect ratio appearance on movie/TV detail screens see →p. 18)

- *mjb.aspectRatioPrecision=2* must be set in *skin-user.properties*.
- Open the xmlOverlay files *footer_set.xml*, *footer_infowall.xml* and *footer_indexinfo.xml*.
- To **limit aspect ratio** to 4:3, 16:9 and 21:9 set the following layer block active

```
<!-- ## show only 4:3, 16:9 or 21:9 for aspect ratio ## -->
<layer after="true">
  <name>aspect</name>
  ...
```

and fully comment out (<!-- -->) the other “aspect” block.

To show **full aspect ratios** like 2.35:1 set the following layer block active

```
<!-- ## show exact aspect ratio values (1.550:1, etc.) ## -->
<layer after="true">
  <name>aspect</name>
  ...
```

and fully comment out the other “aspect” block.

- Re-run YAMJ with *mjb.forceFooterOverwrite=true*.

5.3.2 Adding missing logos

- Open the xmlOverlay files *footer_set.xml*, *footer_infowall.xml* and *footer_indexinfo.xml*.
- Search in the following layer block for the missing company, certification, video info or audio info.

Example for company:

```
<layer after="true">
  <name>company</name>
  ...
```

- Look for the missing value in the video’s XML file in the YAMJ Jukebox.
- Add a new line that connects the XML value with a corresponding logo image.
- If necessary, add that logo image (PNG, 143x53px) to the */skins/eversion/resources/evZap/company*, *-/certification* or *-/flags* folder.
- Re-run YAMJ with *mjb.forceFooterOverwrite=true*.

5.4 Show rating values

To show rating values (e.g. "7.5 / 10") next to the stars rating some of the eskin files in */Jukebox/evZap/code* have to be modified.

 **Note:** Every additional movie/TV show data in eskin files reduces the speed of Eversion!

Remove `<!-- -->` in order to activate the following text blocks

in `lowernavbar.eskin`

```
<!-- <text>
    <name>rating</name>
    ...
<text>
<text>
    <name>rating_unknown</name>
    ...
<text> -->
```

in `common.infowall.eskin`

```
<text>
    <name>rating_genre</name>
    ...
    <!--<display>[:score:] / 10 | [:genres,4,unknown:]</display> -->
    ...
<text>
<!-- <text>
    <name>rating_unknown_genre</name>
    ...
<text> -->
```

in `tv1.eskin` or `tv2.eskin`

```
<!-- <text>
    <name>rating</name>
    ...
<text>-->
    ...
<!-- <text>
    <name>ep_rating</name>
    ...
<text> -->
```

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