

DEX 1.1 Playlist Skinning

This is an addition to the skinning documentation that explains the additional information necessary to skin the playlist window.

If you are not familiar with the skin system yet, first read the [Skinning Documentation](#)

Playlist customization

Some properties of the playlist window can be easily modified.

startposition_1 : Specifies the x and y coordinate of where the playlist window will start by default. See also the startposition field as defined in <PLAYERWINDOW> and <MAIN>

window-background-color : Specifies the background color of the playlist window

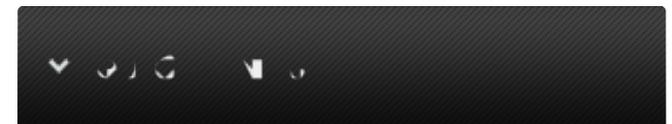
playlist-background-color : Specifies the background color of the lists

playlist-background-color2 : Specifies a second background color so that the background alternates every item between the first and the second color

playlist-font-color : Specifies the font color of the lists



Monday – Friday 10am to 5pm EST



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playlist-selected-font-color : Specifies the font color of the selected items in a list

playlist-selected-back-color : Specifies the background color of the selected item in a list

playlist-scrollbar-color : Specifies the color of the scrollbars

playlist-scrollbar-pressed-color : Specifies the color of the scrollbars when being pressed

playlist-font : Sets the font used in the lists. This has to be the name of one of the fonts specified in the *fonts* field.

playlist-font-selected : Sets the font used for selected items in the list. If you want to specify a custom font, you need to set both the regular and the selected font. If one of the two is omitted, a default font is used.

icon-file

icon-file-new

icon-file-hot

icon-file-link

icon-folder-open

icon-folder-closed

icon-folder-autoplay

icon-playlist-open

icon-playlist-closed

icon-playlist-autoplay

icon-smartlist-open

icon-smartlist-closed

icon-smartlist-autoplay : These fields specify how the icons look like. It has to be the name of an element specified in the elements list. If a field is omitted, djDecks looks for the default icons by the filenames used in the old skin system (file.bmp, file_new.bmp, file_hot.bmp, file_lnk.bmp, folder_open.bmp and folder_closed.bmp)



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image-edge-righttop

image-edge-leftbottom : These fields specify the image to be used for the right top and left bottom edges of the playlist. You can either enter the name of an element specified in the elements list, or use the `<file>myimage</file>` approach in the same way as with the `additional_pic` fields of the

[object field](#).

image-scrollbar-up

image-scrollbar-up-selected

image-scrollbar-down

image-scrollbar-down-selected: These fields specify the images to be used for the up and down arrows of the scrollbars. You can either enter the name of an element specified in the elements list, or use the `<file>myimage</file>` approach in the same way as with the `additional_pic` fields of the

[object field](#).

Playlist window

The playlist window is slightly different from the other windows, in that it has a variable size depending on how the user resizes the window. Therefore, some additional methods are necessary to define the placement and size of the various controls.

At the moment it is only possible to use a limited set of objects in the playlist, and it is not yet possible to specify different graphics for them.

Playlist Object

An Object looks like this:

```
<OBJECT>
  <NAME>myname</NAME>

  <TYPE>text</TYPE>
  <VALUE>title</VALUE>
  <VALUESPECIFIER>string</VALUESPECIFIER>
  <POSITION>

    <X>10</X>
    <Y>9</Y>
    <WIDTH>275</WIDTH>
    <HEIGHT>19</HEIGHT>

  </POSITION>
</OBJECT>
```

Type specifies what type of object it is, which defines how the object is drawn. The only type supported for the playlist objects is 'Playlist' at the moment.

Value specifies what the value of the object is, for instance the playlist list box, the add files button, ...

ValueSpecifier specifies more specifically what value should be used.

Position defines the position of the object on the window. The difference here is that there are some additional fields possible:

X and Y : Simply define the left side and the top side of the object in

pixels

XPRCNT and YPRCNT : Define the left and top position based on the width and height of the playlist window

HEIGHT and WIDTH : Define the height and the width of the object in pixels

HEIGHTPRCNT and WIDTHPRCNT : Define the height and width of the object based on the width and height of the playlist window

LINKLEFT, LINKRIGHT, LINKTOP, LINKBOTTOM : You can link the side of an object to the side of another object, or to the side of the window. To link the bottom of the object to the bottom of the window for example, specify <LINKBOTTOM>side</LINKBOTTOM>.

If this is specified, the HEIGHT field indicates the number of pixels to leave open between the bottom of the window and the bottom of the object.

To link to another object, you just specify the name of that you have given to that object. For example, <LINKLEFT>playlist</LINKLEFT>

Note that you can only link to objects that have been defined BEFORE the object that wants to link to the other object.

ADDITIONALPIC_1 to 4 can be used to specify pictures for buttons and checkboxes.

Here's an example of how you could use these with custom files:

```
<ADDITIONALPIC_1>  
  <FILE>myFile</FILE>  
</ADDITIONALPIC_1>
```

Tabs

Tabs work in the same way as tabs for the other objects. To select a tab, the user can use the 'Mode' button.

Object Field 'Value' Details

VALUE	DESCRIPTION
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Playlist	The list where the files in your playlist appear
Folders	The list of directories that you can browse through
Files	The list of files in the selected folder
Moveable	<p>A 'Moveable' is an invisible object. Value specifier can be either 'horizontal' or 'vertical' to indicate in which direction the user can move this object.</p> <p>This object is useful to link other objects to. This way the user can specify the relative height and width of objects.</p>
AutoAdvance	<p>Checkbox to enable/disable automixing</p> <p>By using additionalpic_1 to 4 you can customize background, mouseover, mousedown and selected images.</p>
	<p>The following objects are buttons. If you want, you can skin the buttons by using the additionalpic_1,2 and 3 pictures. 1 specifies the default background, 2 specifies the mouseover image and 3 specifies the mousedown image.</p>
AddToPlaylistMenu	

PlaylistMenu	
SortMenu	
ModeMenu	
SelectDrive	
FavouriteDirectories	
Cases	



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Preview Video:

<http://t.co/6k1cMAjUHK> via
 @YouTube about 29 mins ago

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