









How to create your own design for GreenForce-Player

The design will be saved in a sqlite database, like „example.sqlite“.

Please use the tool „SQL Management Studio V1.2“ to edit the database, other tools are not compatible with the blob data.

The database needs 3 tables, DESIGN, DESIGN_CONTROLS and DESIGN_DATA.

DESIGN

Column	Description	Example
id	id is the primary key of this table and will be set automatically	1
Name	Name of the design	MyDesign
Buttons	Type of the Buttons <div><div>0</div><div>Button design with only an images</div><div></div></div> <div><div>1</div><div>Windows buttons with an image</div><div></div></div>	0
Buttonstates	How many states does the button have, only used if type is 0. You should use 3 for standard, hovered, clicked	3
BK_Color	Background colour for the container control.	16777215
Trackbar	Type of the trackbar(to set the position of the video) <div><div>0</div><div>Classic windows trackbar</div><div></div></div> <div><div>1</div><div>Image trackbar</div><div></div></div>	1
Volume	Type of the volume control <div><div>0</div><div></div></div> <div><div>1</div><div></div></div> <div><div>2</div><div></div></div>	2
Container_Boarder	Pixel size of the border	1
Container_Size	Height of the container for the player controls	82
Unique_ID	ID which is created with the tool “DesignID.exe”	WUDMNY8U5ME0960IK4UU
Image	Preview image of the design	

DESIGN_CONTROLS

Column	Description	
Id	Primary key is set automatically	
Design_id	Foreign key of the Design	
Control	6	#GADGET_TRACKBAR
	7	#GADGET_BUTTON_BACKWARD
	8	#GADGET_BUTTON_FORWARD
	9	#GADGET_BUTTON_PREVIOUS
	10	#GADGET_BUTTON_NEXT
	11	#GADGET_BUTTON_STOP
	12	#GADGET_BUTTON_PLAY
	13	#GADGET_BUTTON_SNAPSHOT
	14	#GADGET_BUTTON_REPEAT
	15	#GADGET_BUTTON_RANDOM
	16	#GADGET_BUTTON_MUTE
	17	#GADGET_BUTTON_FULLSCREEN
	18	#GADGET_VOLUME
	19	#GADGET_ACD_BUTTON_PREVIOUS
	20	#GADGET_ACD_BUTTON_NEXT
	21	#GADGET_ACD_BUTTON_STOP
	22	#GADGET_ACD_BUTTON_PLAY
	23	#GADGET_ACD_BUTTON_EJECT
	24	#GADGET_ACD_COMBOBOX_DEVICE
	25	#GADGET_ACD_COMBOBOX_TRACKS
	26	#GADGET_VDVD_BUTTON_EJECT
	27	#GADGET_VDVD_BUTTON_PLAY
	28	#GADGET_VDVD_BUTTON_STOP
	29	#GADGET_VDVD_BUTTON_NEXT
	30	#GADGET_VDVD_BUTTON_PREVIOUS
	31	#GADGET_VDVD_BUTTON_BACKWARD
	32	#GADGET_VDVD_BUTTON_FORWARD
	33	#GADGET_VDVD_BUTTON_SNAPSHOT
	34	#GADGET_VDVD_BUTTON_LAUFWERK
	35	#GADGET_VDVD_TRACKBAR
	36	#GADGET_VDVD_BUTTON_MUTE
	37	#GADGET_VDVD_VOLUME
x	X position of the control	
y	Y position of the control	
Width	Width of the control	
Height	Height of the control	
Alignment	0	Left-aligned
	1	Stretched
	2	Right-aligned

DESIGN_DATA

Column	Description	
Id	Primary key is set automatically	
Design_id	Foreign key of the design	
Name	Name of the image(not used for the design)	
Image	5	#SPRITE_PLAY
	6	#SPRITE_BREAK
	7	#SPRITE_FORWARD
	8	#SPRITE_BACKWARD
	9	#SPRITE_PREVIOUS
	10	#SPRITE_NEXT
	11	#SPRITE_STOP
	12	#SPRITE_SNAPSHOT
	13	#SPRITE_SNAPSHOT_DISABLED
	14	#SPRITE_REPEAT
	15	#SPRITE_RANDOM
	16	#SPRITE_EJECT
	17	#SPRITE_CDDRIVE_BLUE
	18	#SPRITE_FULLSCREEN
	19	#SPRITE_PLAY_HOVER
	20	#SPRITE_BREAK_HOVER
	21	#SPRITE_FORWARD_HOVER
	22	#SPRITE_BACKWARD_HOVER
	23	#SPRITE_PREVIOUS_HOVER
	24	#SPRITE_NEXT_HOVER
	25	#SPRITE_STOP_HOVER
	26	#SPRITE_SNAPSHOT_HOVER
	27	#SPRITE_REPEAT_HOVER
	28	#SPRITE_RANDOM_HOVER
	29	#SPRITE_EJECT_HOVER
	30	#SPRITE_CDDRIVE_BLUE_HOVER
	31	#SPRITE_FULLSCREEN_HOVER
	32	#SPRITE_PLAY_CLICK
	33	#SPRITE_BREAK_CLICK
	34	#SPRITE_FORWARD_CLICK
	35	#SPRITE_BACKWARD_CLICK
	36	#SPRITE_PREVIOUS_CLICK
	37	#SPRITE_NEXT_CLICK
	38	#SPRITE_STOP_CLICK
	39	#SPRITE_SNAPSHOT_CLICK
	40	#SPRITE_REPEAT_CLICK
	41	#SPRITE_RANDOM_CLICK
	42	#SPRITE_EJECT_CLICK
	43	#SPRITE_CDDRIVE_BLUE_CLICK
	44	#SPRITE_FULLSCREEN_CLICK
	45	#SPRITE_REPEAT_CLICK_HOVER
	46	#SPRITE_RANDOM_CLICK_HOVER
	47	#SPRITE_TRACKBAR_LEFT
	48	#SPRITE_TRACKBAR_MIDDLE
	49	#SPRITE_TRACKBAR_RIGHT
	50	#SPRITE_TRACKBAR_THUMB
	51	#SPRITE_TRACKBAR_THUMB_DISABLED
	52	#SPRITE_TRACKBAR_THUMB_SELECTED
Data	Image of the control in png format	