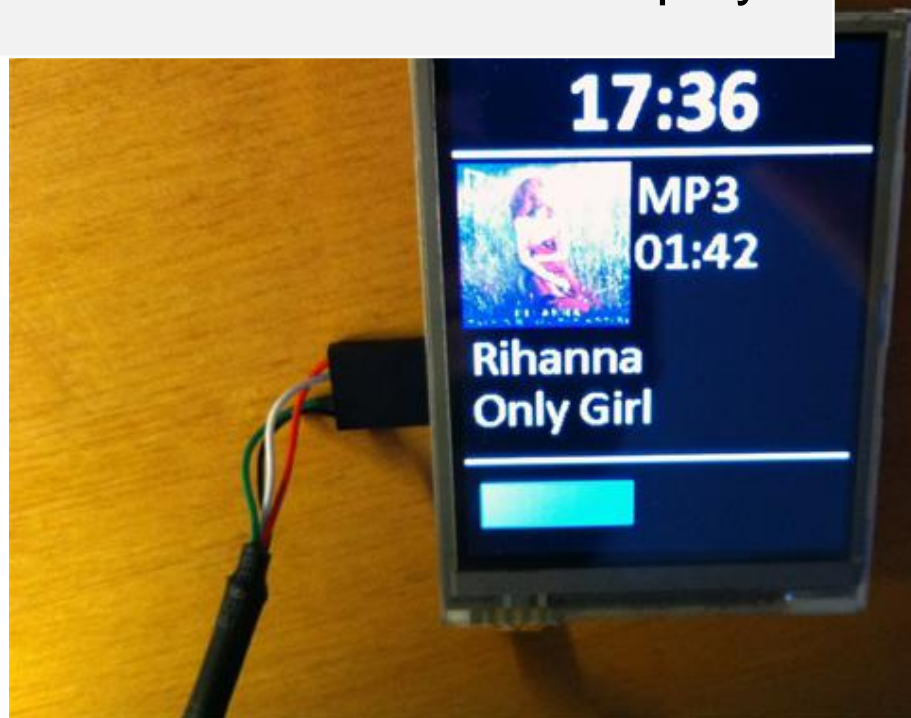


# 2011

## CarLCD Centrafuse Plugin for linux4media LCD Displays



**DOCUMENTATION**

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## CarLCD

CarLCD is a Plug-in for Centrafuse 2.x and 3.x. It is compatible with the LCD Displays of linux4media / DigitalDevices, which can be bought on eBay. (eBay username: linux4media, Product: "USB LCD Color Display für LINUX / Windows" – **Not Sideshow Displays!**)

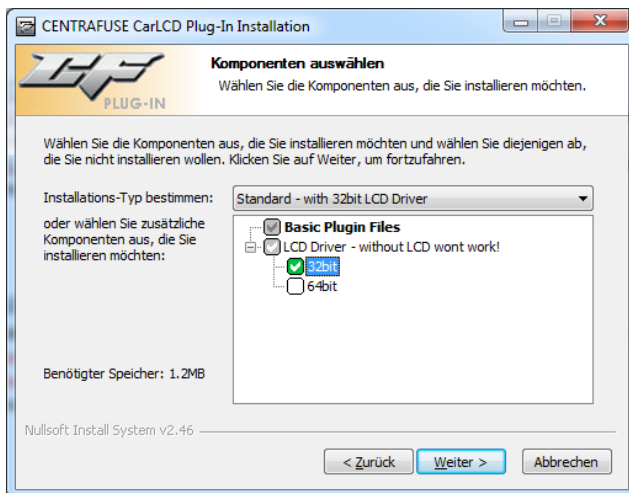
CarLCD uses the plugin\_data Interface to read data from other plugins. You can define so called LCD-Skins via XML-Files to arrange your information and text on the LCD.

## Installation

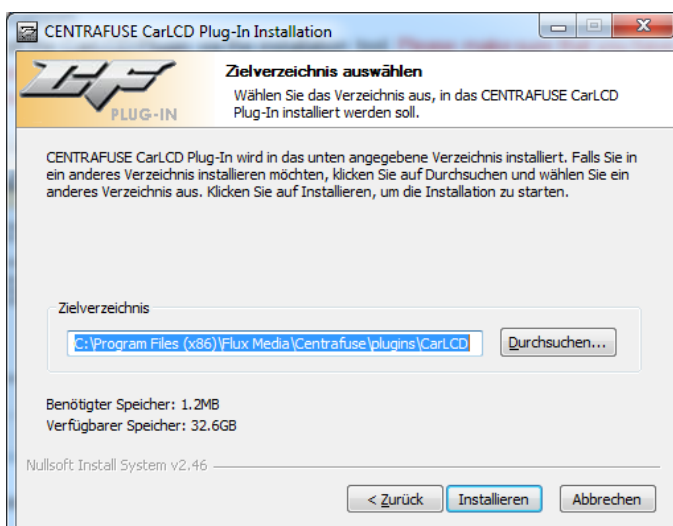
Install the CarLCD Plug-in via the installation tool.

**Please make sure that you have selected the right LCD Driver (32bit/64bit) depending on your operating system.**

**If you choose the wrong one or none of them the LCD won't work.**



Next step is to select the right path of your Centrafuse installation. If you installed Centrafuse to the default folder you should have nothing to change.



## LCD Skins

### How to show information?

To show some data on the LCD first open the skin.xml file of your skin in the folder (C:\Program Files\FluxMedia\Centrafuse\Plugins\CarLCD\LCDskins\YourSkinFolder\)

Each line has to be written like the following sample:

```
<Content type="Text" position="1;54" datasource="MEDIA" style="Text2">{Artist}</Content>
```

### Attributes

Each line has four attributes:

**type:**

- Text – Variables or fixed text
- Image - Images
- Background – Only allowed once per Screen

**position:**

defines the position of the element. x- and y-coordinates

**datasource:**

The datasource attribute is very important. Currently 3 alternatives are available:

- PLUGIN
- MEDIA
- SYSTEM
- GPS

**It is very important to choose the right one.**

### Values which can be used for Text type:

- **datasource = "PLUGIN"**

Between the opening and closing "content" tag write "{Pluginname,Variable,null}"

Inside of the curly bracket you first type **the name of the plug-in** and then divided with a "," the **name of the variable** you want to read.

#### Examples:

{CF3VagCOM,Speed}

{k8055,DIN1}

{OBDII,SENSOR1}

Speed (e.g. 142 km/h)

Status of Digital Input 1 (e.g. true)

Value of Sensor 1

Some plugins need the third parameter some not. Look into their manual to find out what you can read through this interface.

If you want to see if a plug-in is compatible watch for “LogoDashboard Compatibility”

- **datasource = “MEDIA”**

Between the opening and closing “content” tag write:

{Artist}	The Artist of the current song
{Title}	The title of the current song / movie / etc.
{Album}	Name of the current album
{TrackNumber}	Number of the current track (e.g. 2)
{ListCount}	Number of tracks in the current playlist (e.g. 140)
{Position}	The elapsed or remaining time of the current track (e.g. 02:48 or -01:12)
{Mode}	MP3, VIDEO, ...

- **datasource = “SYSTEM“**

{Time}	current time
{Date}	current date
{MainTitle}	current title

- **datasource = “GPS”**

These are the parameters which are accessible through the CF\_navGetInfo call. Destinator supports these calls. If you are using a 3<sup>rd</sup> party navigation solution via plugin like Garmin, you have to ask the developer if he included those GPS information readouts.

{Altitude}	Altitude
{Azimuth}	Azimuth
{DestAltitude}	Destination Alltitude
{DestCity}	Destination City
{DestHouseNumber}	Destination Housenumber
{DestLatitude}	Destination Latitude
{DestLongitude}	Destination Longitude
{DestStreet}	Destination Street
{DestZip}	Destination Zip Code
{Direction}	Direction
{ETA}	Estimate time of arrival to current route
{ETR}	Estimate time remaining to current route
{Street}	Current Street
{HouseNumber}	Current house number
{City}	Current City
{Zip}	Current Zip
{InRoute}	Next turn
{Latitude}	Latitude
{Longitude}	Longitude
{LockedSatellites}	Locked Satellites
{NextTurn}	Next Turn

{RemainingDistance}	Remaining distance in current route
{Speed}	Speed

## Values which can be used for Image type:

- **datasource = "MEDIA"**  
Currently you can use the following to Images in your screens.

### Examples:

{Cover, 100,100, 0}

Displays the Cover.

- 2. Parameter = width
- 3. Parameter = height
- 4. Parameter = angle

{ PositionBar,barimage.png}

Displays a Position bar for the current Song

- 2. Parameter = Imagename
- It will show the calculated percentage of the specified image

## Setup

Please note, that also advanced settings are available if you switch to the advanced settings within Centrafuse.

You can set the following data:

- Brightness - (0-255) – Only with Standard Display
- Displaytype – HD or Standard Display
- HardwareID – Your hardwareID which is needed for creating a serialnumber
- Serialnumber – Your Serialnumber
- Autostart – yes / no
- 180° Rotation – yes / no
- Change Mode – after Keypress (only this option at the moment)
- LCD Skin – all skins within the LCDSkins
- Display invert – yes / no
- Displayname
- Widescreen
- Changetime – Timer after which the next screen is loaded
- Refreshrate – 50 – 1000ms (faster Refreshrate causes higher CPU Usage)

## Hotkeys

To switch between the screens press one of the following hotkeys:

- Strg + Alt + U – Forward
- Strg + Alt + I – Backward

## Folder Structure

- ./Languages – Language files in .xml format
- ./LCDskins – Skins for the LCD, each skin has its own subfolder (skin consists of bg.bmp, default.bmp and skin.xml)
- ./Skins – Holds the skins for the visible interface within Centrafuse

## Details

- No scrolling text at the moment
- Own images in the skins are only settable via background attribute at the moment
- Up/Down Keys in Centrafuse are not implemented

## If the Standard LCD does not work (not for HD Version)

If your LCD Display does not show any information please do the following steps:

- Check if you have installed the right LCD Driver when installing the Plugin with the installer. You have the choice between 32bit and 64bit version (depending on your operating system)
- Open the Windows-Commandline, navigate to the CarLCD Plugin folder and type:  
C:\Program Files\Flux Media\Centrafuse\plugins\CarLCD\regsvr32  
PsocControl.ocx  
(Path has to be adapted to your installation)

## If you got a HD Display and a 64bit OS

Open a command prompt browse to the directory of your CarLCD Plugin and type:

```
C:\Windows\SysWOW64\regsvr32 DD_USBLibrary.dll
```

## Changelog

- 1.0.0 First Release
- 1.0.3 Added an installer
- 1.0.4 Shortcut and change per time now working  
+ added Support for Centrafuse 3.0
- 1.1.0 Centrafuse 3.1 Support
- 1.1.1 Added Landscape Mode (only CF3.1)
- 1.1.2 Display resumes when System resumes from Hibernation; Background images can now be jpg's, png's, ...; Images can now be placed like textfields \* Cover datasource
- 1.3.0 <Content type="Image" position="88;22" datasource="MEDIA">{Cover,40,40,0}</Content>  
Parameters: 1. Always "Cover"  
2. Width in pixel  
3. Height in pixel  
4. Rotation in degrees

It will use the integrated cover of the music file. If there is none it searches for the following files in the following order:

- o front.jpg, front.jpeg
- o folder.jpg, folder.jpeg
- o album.jpg, album.jpeg
- o cover.jpg, cover.jpeg
- o defaultart.png from LCDSkins\YourSkin\ Subfolder

New Main Icon

New Eye - Visibility button, which lets you set the show attribute of lcd pages during runtime

A small eye icon indicates if the screen is hidden or not

Listheader can now be set through the title attribute of the language file

Brightness can now be changed during runtime

Invert option is also visible on the basic settings page

- 1.3.1 added a missing dll for sql readout to support the cover include
- 1.4.0.0 Support for linux4media HD Display, Preview of screens on main plugin view, updated Skin
- 1.5.0.0 Fixes HD Displays Support for newest Firmware. Fixes Visibility Button. Skin Changes. Many new Values to use. PositionIndicatorBar for current Song. Bugfixes. Improvements. Now also a pay app.

## Legal Information

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