

ifParagraphScreen

This interface is deprecated.

Beginning July 1st, 2017, any new channels using this component will be rejected during certification.

Beginning January 1st, 2018, any updates to existing channels using this component will be rejected during certification.

Implemented By

- [roParagraphScreen](#)

Supported Methods

- [AddHeaderText\(text as String\) as Void](#)
- [AddParagraph\(text as String\) as Void](#)
- [AddParagraphAligned\(text as String, alignment as String\) as Void](#)
- [AddButton\(id as Integer, title as String\) as Boolean](#)
- [AddGraphic\(url as String\) as Void](#)
- [Show\(\) as Boolean](#)
- [Close\(\) as Void](#)
- [SetTitle\(title as String\) as Void](#)
- [SetBreadcrumbText\(location1 as String, location2 as String\) as Void](#)
- [AddGraphic\(url as String, displayMode as String\) as Void](#)
- [SetDefaultMenuItem\(index as Integer\) as Boolean](#)

Description of Methods

AddHeaderText(text as String) as Void

Add a string of bold, high visibility text to the screen as a header to introduce the subsequent paragraph(s).

AddParagraph(text as String) as Void

Adds a paragraph of text to the screen. Paragraphs are specified as a single string and they are ordered on the screen in the same order as they are added. Making multiple calls to `AddParagraph()` will continue to add additional paragraphs of text in order until the screen has been filled. The `roParagraphScreen` handles all text formatting and justification. Spacing is automatically inserted between paragraphs for readability.

AddParagraphAligned(text as String, alignment as String) as Void

Adds a paragraph of text to the screen. Like `AddParagraph`, except that the default full-justified alignment can be overridden. Alignment may be specified as "left", "center", "right", or "justify". If an unrecognized alignment is specified, the behavior defaults to full-justified.

This function is available in firmware 7.5 or later.

AddButton(id as Integer, title as String) as Boolean

Adds a button to the screen identified by the title and ID provided. The buttons are displayed in a standard location on the screen and appear in the order added. The ID is defined by the developer and used to uniquely identify the button instance. When the button is pressed, the script will receive an event from the application containing the ID of the button pressed and allowing the script to perform the desired action for that case.

AddGraphic(url as String) as Void

Adds a graphic image to the screen at the current cursor position and centers it. The current cursor position moves as headers, paragraphs, graphics and buttons are added to the screen.

The graphic image is displayed unscaled.

See the Netflix welcome and free trial screens for an example of use.

Show() as Boolean

Display or refresh the screen after creation or state changes.

Close() as Void

Close the screen and delete the associated object. Useful for avoiding screen flicker when the display order of your screens does not resemble a stack.

SetTitle(title as String) as Void

Set the title for the screen to the specified string.

SetBreadcrumbText(location1 as String, location2 as String) as Void

Breadcrumbs allow the application to display two strings at the far left of the overhang. Breadcrumbs are often used to indicate where in the navigation hierarchy the user is. If both location values are set, the application will display the title in breadcrumb format. If only the first location is set, the application will display the specified text in the title area like the SetTitle API call.

AddGraphic(url as String, displayMode as String) as Void

Adds a graphic image to the screen at the current cursor position and centers it. The current cursor position moves as headers, paragraphs, graphics and buttons are added to the screen.

Sets the mode for displaying the graphic on the screen. This allows images to be either scaled to completely fill the frame (scale-to-fill) or scaled to fit inside the poster frame (scale-to-fit) while maintaining aspect ratio. Valid display modes are:

- scale-to-fill – scale image to completely fill the rectangle of the bounding frame.
- scale-to-fit – scale image to fit horizontally or vertically as appropriate while still maintaining aspect ratio. Note that scale-to-fit may result in pillar-box or letter-box display of images.
- zoom-to-fill – scales and crops image to maintain aspect ratio and completely fill the rectangle of the bounding frame.
- photo-fit – Uses several methods to fit the image with a different aspect ratio to the screen. First, it will asymmetrically scale up to a maximum of 5%. Second, for landscape images, if vertical cropping is necessary, it will remove two lines off the bottom for every one line off the top up to a maximum of 30% of the image. For all images, if horizontal cropping is necessary it will crop an equal amount from both sides.

If an empty or invalid display mode is specified the image is displayed unscaled.

SetDefaultMenuItem(index as Integer) as Boolean

Set the button which will be highlighted when the screen is initially displayed. The index parameter is the zero-based position of the button in the list of buttons on the screen, NOT the button id passed to AddButton. The default is the first button (index 0).