

# Theme attributes for views

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SceneGraph Developer Extensions (SGDEX) support customizing elements in the views.

## Using the theme attributes

- Set theme attributes at the start of a channel in the `Show(args)` function.
- Do not set global theme attributes before opening each view.
- To change one attribute, use the `updateTheme` field to specify only the attribute that needs to be changed.
- Set theme attributes and update attributes as one block so that multiple theme updates are not triggered.
- Theme attributes are only used by SGDEX views, and not by any other RSG nodes.

There are three ways to customize the appearance of a view:

### Global theme parameters

Setting the theme attribute to all the SGDEX views:

```
scene.theme = {
  global: {
    textColor: "FF0000FF"
    backgroundColor: "00FF00FF"
  }
}
```

The code above sets the text color to RED for all the supported text in the views. The background color for the views is set to GREEN.

### View type-specific attributes

To set the background of all the views a specific color but have the background of the grid set to another color, use:

```
scene.theme = {
  global: {
    backgroundColor: "00FF00FF"
  }
  gridView: {
    backgroundColor: "FF0000FF"
  }
}
```

Here, the views have a GREEN background, and the grids have a RED background.

### Instance-specific attributes

Since each view has its own theme field, to set view specific attributes using the theme field.

**Note:** Only set fields that are different from the ones set in the scene.

For all the views to have the same background with only one details screen having a different background color, use:

```
scene.theme = {
  global: {
    backgroundColor: "00FF00FF"
  }
}
view = CreateObject("roSgNode", "DetailsView")
view.theme = {
  backgroundColor: "FFFFFFF"
}
```

Here, all the views have a GREEN background except one details screen which has a WHITE background.

### Updating theme attributes

The channel might need to update their branding on the current view or next view when a user takes an action. For example, when a user logs in to the channel, the logo might be changed. In such cases, the best approach is to update just one field; `baseScene` and `SGDEX` views have `updateTheme` field for such instances. The developer can use it to change/set any theme attribute.

`UpdateTheme` has the same syntax as `theme`.

For instance, if the overhang logo needs to be changed for the all channels after login, use the code below:

```

sub OnLoginSuccess()
  scene = m.top.getScene()
  scene.updateTheme = {

    global: {
      OverhangLogoUri: "new logo url"
    }
  }
end sub

```

## Theme attributes Index

### Common theme attributes

Attribute	Use
textColor	Sets the text color for all supported labels
focusRingColor	Sets focus on the ring color
progressBarColor	Sets color to the progress bars
backgroundImageURI	Sets a URL for a background image
backgroundColor	Sets background color
OverhangTitle	Sets the text displayed in the overhang title
OverhangTitleColor	Sets the color of the overhang title
OverhangShowClock	Sets the toggle showing the overhang clock
OverhangShowOptions	Shows the options in the overhang
OverhangOptionsAvailable	Indicates if options are available in the overhang <b>Note:</b> This is a visual field only
OverhangVisible	Sets if the overhang should be visible
OverhangLogoUri	Sets the URL for the overhang logo
OverhangBackgroundColor	Sets the overhang background color
OverhangBackgroundUri	Sets the overhang background URL
OverhangOptionsText	Sets the text that is displayed in options
OverhangHeight	Sets the height of the overhang

### GridView theme attributes

Attribute	Use
textColor	Sets the color of all the text elements in the view
focusRingColor	Sets the color of the focus ring
focusFootprintColor	Sets the color of the focus ring when it is unfocused
rowLabelColor	Sets the color of the row title
itemTextColorLine1	Sets the color of the first row in the item description
itemTextColorLine2	Sets the color of the second row in the item description
titleColor	Sets the color of the title
descriptionColor	Sets the color of the description text
descriptionmaxWidth	Sets the maximum width for the description
descriptionMaxLines	Sets the maximum lines allowed for the description

### DetailsView theme attributes

Attribute	Use
textColor	Sets the color of all the text elements in the view
focusRingColor	Sets the color of the focus ring
focusFootprintColor	Sets the color of the focus ring when it is unfocused
rowLabelColor	Sets the color of the row title
descriptionColor	Sets the color of the descriptionLabel
actorsColor	Sets the color of the actorsLabel
ReleaseDateColor	Sets the color of the ReleaseDate label
RatingAndCategoriesColor	Sets the color of categories
buttonsFocusedColor	Sets the color of the focused buttons
buttonsUnFocusedColor	Sets the color of the unfocused buttons
buttonsFocusRingColor	Set the color of the button in focus
buttonsSectionDividerTextColor	Sets the color of the section divider

## CategoryListView theme attributes

Attribute	Use
TextColor	Changes the color of all the text fields in the category list
focusRingColor	Changes the color of the focus rings for both category and item list
categoryFocusedColor	Sets a focused text color for category
categoryUnFocusedColor	Sets an unfocused text color for category
itemTitleColor	Sets the item title color
itemDescriptionColor	Sets the item description color
categoryfocusRingColor	Sets the color for the category list focus ring
itemsListfocusRingColor	Sets the color for the item list focus ring

## VideoView theme attributes

### General fields

Attribute	Use
TextColor	Sets the text color of all the texts on the video and endcard views
progressBarColor	Sets the color of the progress bar
focusRingColor	Sets the color of the focus ring in the endcard view
backgroundColor	Sets the background color of the endcard views
backgroundImageURI	Sets the background image URL of the endcard views
endcardGridBackgroundColor	Sets the background color of the grid of the endcard items

### Video player fields

Attribute	Use
trickPlayBarTextColor	Sets the color of the text next to the trickPlayBar node, indicating the time elapsed/remaining
trickPlayBarTrackImageUri	Returns a 9-patch or an ordinary PNG of the track of the progress bar, which surrounds the filled and empty bars. This is blended with the color specified by the <code>trackBlendColor</code> field if not set to a default value
trickPlayBarTrackBlendColor	Sets the color to be blended with the graphical image specified by the <code>trackImageUri</code> field. The blending is performed by multiplying this value with each pixel in the image. If the default value is not changed, no blending takes place

<code>trickPlayBarThumbBlendColor</code>	Sets the blend color of the square image in the <code>trickPlayBar</code> node that shows the current position of the bar, with the current direction arrows or the pause icon on top. The blending is performed by multiplying this value with each pixel in the image. If the default value is not changed, no blending takes place
<code>trickPlayBarFilledBarImageUri</code>	Returns a 9-patch or an ordinary PNG of the bar that represents the completed portion of the work represented by this <code>ProgressBar</code> node. This is typically displayed on the left side of the track. This is blended with the color specified by the <code>filledBarBlendColor</code> field if set to a non-default value
<code>trickPlayBarFilledBarBlendColor</code>	Sets the color to be blended with the graphical image specified in the <code>filledBarImageUri</code> field. The blending is performed by multiplying this value with each pixel in the image. If the default value is not changed, no blending takes place
<code>trickPlayBarCurrentTimeMarkerBlendColor</code>	Sets the color to be blended with the marker for the current playback position. This is typically a small vertical bar displayed in the <code>TrickPlayBar</code> node when the user is fast-forwarding or rewinding a video

## Buffering Bar customization

Attribute	Use
<code>bufferingTextColor</code>	Sets the color of the text displayed near the buffering bar defined by the <code>bufferingBar</code> field when the buffering bar is visible. If this value is 0, the system default color is used. To set a custom color, set this field to a value other than 0x0
<code>bufferingBarEmptyBarImageUri</code>	Displays a 9-patch or an ordinary PNG of the bar presenting the remaining work to be done. This is typically displayed on the right side of the track and is blended with the color specified in the <code>emptyBarBlendColor</code> field if set to a non-default value
<code>bufferingBarFilledBarImageUri</code>	Displays a 9-patch or an ordinary PNG of the bar that represents the completed portion of the work represented by this <code>ProgressBar</code> node. This is typically displayed on the left side of the track. It is blended with the color specified by the <code>filledBarBlendColor</code> field if set to a non-default value
<code>bufferingBarTrackImageUri</code>	Displays a 9-patch or an ordinary PNG of the track of the progress bar, which surrounds the filled and empty bars. This is blended with the color specified by the <code>trackBlendColor</code> field if set to a non-default value
<code>bufferingBarTrackBlendColor</code>	Sets the color to be blended with the graphical image specified by <code>trackImageUri</code> field. The blending is performed by multiplying this value with each pixel in the image. If the default value is not changed, no blending takes place
<code>bufferingBarEmptyBarBlendColor</code>	Sets the color to be blended with the graphical image specified in the <code>emptyBarImageUri</code> field. The blending is performed by multiplying this value with each pixel in the image. If the default value is not changed, no blending takes place
<code>bufferingBarFilledBarBlendColor</code>	Sets the color to be blended with the graphical image specified in the <code>filledBarImageUri</code> field. The blending is performed by multiplying this value with each pixel in the image. If the default value is not changed, no blending takes place

## Retrieving Bar customization

Attribute	Use
retrievingTextColor	Sets the color of the text displayed near the buffering bar defined by the <code>retrievingBar</code> field when the buffering bar is visible. If this value is 0, the system default color is used. To set a custom color, set this field to a value other than 0x0
retrievingBarEmptyBarImageUri	Displays a 9-patch or an ordinary PNG of the bar presenting the remaining work to be done. This is typically displayed on the right side of the track and is blended with the color specified in the <code>emptyBarBlendColor</code> field if set to a non-default value
retrievingBarFilledBarImageUri	Displays a 9-patch or an ordinary PNG of the bar that represents the completed portion of the work represented by this <code>ProgressBar</code> node. This is typically displayed on the left side of the track. It is blended with the color specified by the <code>filledBarBlendColor</code> field if set to a non-default value
retrievingBarTrackImageUri	Displays a 9-patch or an ordinary PNG of the track of the progress bar, which surrounds the filled and empty bars. This is blended with the color specified by the <code>trackBlendColor</code> field if set to a non-default value
retrievingBarTrackBlendColor	Sets the color to be blended with the graphical image specified by <code>trackImageUri</code> field. The blending is performed by multiplying this value with each pixel in the image. If the default value is not changed, no blending takes place
retrievingBarEmptyBarBlendColor	Sets the color to be blended with the graphical image specified in the <code>emptyBarImageUri</code> field. The blending is performed by multiplying this value with each pixel in the image. If the default value is not changed, no blending takes place
retrievingBarFilledBarBlendColor	Sets the color to be blended with the graphical image specified in the <code>filledBarImageUri</code> field. The blending is performed by multiplying this value with each pixel in the image. If the default value is not changed, no blending takes place

## Endcard theme attributes

### View attributes

Attribute	Use
buttonsFocusedColor	Sets the text color of the focused repeat button
buttonsUnFocusedColor	Sets the text color of the unfocused repeat button
buttonsfocusRingColor	Sets the background color of the repeat button

### Grid attributes

Attribute	Use
rowLabelColor	Sets the color of the grid row title
focusRingColor	Sets the color of the grid focus ring
focusFootprintBlendColor	Sets the color of the grid unfocused focus ring
itemTextColorLine1	Sets the text color for the 1st row in the endcard item

itemTextColorLine2	Sets the text color for the 2nd row in the endcard item
timerLabelColor	Sets the color of the timer for the remaining time