



## The Girl with the Dragon Tattoo

2011 · 2:38:00 · Thriller

The Girl with the Dragon Tattoo is a 2011 English-language thriller film directed by David Fincher, written by Steven Zaillian from the novel of the same name by Stieg Larsson.

The film stars Daniel Craig as Mikael Blomkvist and Rooney Mara as Lisbeth Salander and tells the story of a man's mission to find a woman who has been missing for 40 years, and who may have been murdered. The film has won several awards, including one for Rooney Mara for Best Actress.

### Menu

Resume from 01:16

Start from beginning

Director: David Fincher

Writer: Steven Zaillian

Cast: Daniel Craig, Rooney Mara, Robin Wright

★★★★☆

720P

2:35

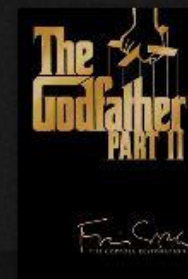
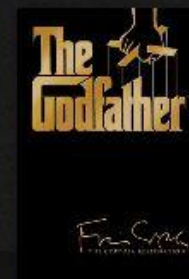
H.264  
MPEG-4/AVC

24P

dts  
Digital Surround

5.1

BBC



- 
- Reconfigure History.Dat Module to be feed a [TITLE], [ALTNAME], ... for display of the information
- Use the scrolling test animation module to scroll the information
- [CLOCK]
- [FLYER]
- [ESB RATING]
- Movies
- GAMES: # / TOTAL
- [TITLE]
- [YEAR] [MANUFACTUR]
- [HISTORY.DAT] Info
- Cast: Daniel Craig, Rooney Mara, Robin Wright
- [PLAYERS] 0 [# PLAYED] [GENRE] [EMULATOR] [WHEEL ART]
- [TV]
- [TV]
- [TV]
- Selected TV for Detail, add Border as a highlight
- Genre and Emulator all designed by me to fit in a special size designed by me
- ! All Detail area info is to use the fade module during transitions

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## History.dat code

<https://github.com/mickelson/attract/blob/master/config/plugins/History.dat/plugin.nut>

### Using the fade module for artwork

```
fe.load_module( "fade" );

// fill an entire surface with our snap at a resolution of 480x360
//
local surface = fe.add_surface( 480, 360 );
local snap = FadeArt( "snap", 0, 0, 480, 360, surface );
snap.preserve_aspect_ratio = true;

// position and pinch the surface
//
surface.set_pos( 330, 80, 300, 250 );
surface.pinch_y = -80;
```

### Using the scrolling text module for text

```
fe.load_module("objects/scrollingtext");
local scroller = ScrollingText.add( "[Title]", 25, 50, fe.layout.width - 25, 75, ScrollType.HORIZONTAL_LEFT );

//there is a couple wrapper functions for color:
scroller.set_rgb( 255, 0, 0 ); //the text color
scroller.set_bg_rgb( 0, 0, 0 ); //the surface color (uses a pixel.png to color the surface)
//scroller.set_pos( 0, 0, 100, 100 ); //the surface x, y, w, h

//you can access the surface and text objects directly
//scroller.surface <- the surface
//scroller.text <- the text object

//There are also some settings:
scroller.settings.delay = 500;
scroller.settings.loop = -1;
```

```

//////////
//
// Attract-Mode Frontend - Use History.dat plugin
//
//
// This plugin will allow you to load the History.
// dat data for a given game into a text object.
//
// Based upon the history.dat plugin and altered
// to allow showing the data in a layout instead
// of having to press a button
// The original History.dat plugin needs to be
// configured for this to work
//////////

```

```

//
// Load our history.dat file utilities
//
local my_dir = fe.script_dir;
dofile( my_dir + "file_util.nut" );

```

```

local config=fe.get_config();

```

```

class LoadHistory
{
    m_text = "";
    m_curr_rom = "";

    function loadtext()
    {
        local sys = split( fe.game_info( Info.System ), "," );
        local rom = fe.game_info( Info.Name );

        //
        // we only go to the trouble of loading the entry if
        // it is not already currently loaded
        //
        if ( m_curr_rom != rom )
        {
            m_curr_rom = rom;
            local alt = fe.game_info( Info.AltRomname );
            local cloneof = fe.game_info( Info.CloneOf );

            local lookup = get_history_offset( sys, rom, alt, cloneof );

            if ( lookup >= 0 )
            {
                m_text.msg = get_history_entry( lookup, config );
            }
            else
            {
                if ( lookup == -2 )
                    m_text.msg = "Index file not found. Try generating an index from the history.dat plug-in configuration menu.";
                else
                    m_text.msg = "Unable to locate: "
                                + rom;
            }
        }
    }
}

```