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	1	
	set automatically		
Name	Name of the design	MyDesign	
Buttons	Type of the Buttons	0	
	0 Button design with only an images		
	1 Windows buttons with an image		
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)	1	
	0 Classic windows trackbar		
	1 Image trackbar		
Volume	Type of the volume control	2	
	0 (1) 80%		
	1 (1)		
	2 (3)		
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

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_FORWARD 10 #GADGET_BUTTON_PERVIOUS 11 #GADGET_BUTTON_STOP 12 #GADGET_BUTTON_PERVIOUS 13 #GADGET_BUTTON_PERVIOUS 14 #GADGET_BUTTON_PAPY 13 #GADGET_BUTTON_PAPY 13 #GADGET_BUTTON_PAPY 14 #GADGET_BUTTON_PAPY 15 #GADGET_BUTTON_PAPY 16 #GADGET_BUTTON_PAPY 17 #GADGET_BUTTON_PAPY 18 #GADGET_BUTTON_PAPY 19 #GADGET_BUTTON_PREVIOUS 20 #GADGET_BUTTON_PREVIOUS 20 #GADGET_ACD_BUTTON_PREVIOUS 20 #GADGET_ACD_BUTTON_PREVIOUS 21 #GADGET_ACD_BUTTON_PREVIOUS 22 #GADGET_ACD_BUTTON_PREVIOUS 23 #GADGET_ACD_BUTTON_PREVIOUS 24 #GADGET_ACD_BUTTON_PREVIOUS 25 #GADGET_ACD_BUTTON_PREVIOUS 26 #GADGET_ACD_BUTTON_PREVIOUS 27 #GADGET_ACD_BUTTON_PREVIOUS 28 #GADGET_ACD_BUTTON_PAPY 29 #GADGET_ACD_COMBOBOX_TRACKS 20 #GADGET_ACD_COMBOBOX_TRACKS 21 #GADGET_ACD_COMBOBOX_TRACKS 22 #GADGET_ACD_COMBOBOX_TRACKS 23 #GADGET_ACD_COMBOBOX_TRACKS 24 #GADGET_ACD_COMBOBOX_TRACKS 25 #GADGET_ACD_COMBOBOX_TRACKS 26 #GADGET_ACD_COMBOBOX_TRACKS 27 #GADGET_ACD_COMBOBOX_TRACKS 28 #GADGET_VOVD_BUTTON_PAPY 29 #GADGET_VOVD_BUTTON_PAPY 29 #GADGET_VOVD_BUTTON_PAPY 20 #GADGET_VOVD_BUTTON_PAPY 21 #GADGET_VOVD_BUTTON_BACKWARD 22 #GADGET_VOVD_BUTTON_BACKWARD 23 #GADGET_VOVD_BUTTON_BACKWARD 24 #GADGET_VOVD_BUTTON_BACKWARD 25 #GADGET_VOVD_BUTTON_BACKWARD 26 #GADGET_VOVD_BUTTON_BACKWARD 27 #GADGET_VOVD_BUTTON_BACKWARD 28 #GADGET_VOVD_BUTTON_BACKWARD 29 #GADGET_VOVD_BUTTON_BACKWARD 20 #GADGET_VOVD_BUTTON_BACKWARD 21 #GADGET_VOVD_BUTTON_BACKWARD 22 #GADGET_VOVD_BUTTON_BACKWARD 23 #GADGET_VOVD_BUTTON_BACKWARD 24 #GADGET_VOVD_BUTTON_BACKWARD 25 #GADGET_VOVD_BUTTON_BACKWARD 26 #GADGET_VOVD_BUTTON_BACKWARD 27 #GADGET_VOVD_BUTTON_BACKWARD 28 #GADGET_VOVD_BUTTON_BACKWARD 29 #GADGET_VOVD_BUTTON_BACKWARD 20 #GADGET_VOVD_BUTTON_BACKWARD 21 #GADGET_VOVD_BUTTON_BACK	Column	Descript	Description		
Control 6	Id	Primary key is set automatically			
#GADGET_BUTTON_BACKWARD #GADGET_BUTTON_PREVIOUS 9	Design_id				
Factor Backward	Control	6	#GADGET_TRACKBAR		
9	Control	7	#GADGET_BUTTON_BACKWARD		
10		8	#GADGET_BUTTON_FORWARD		
11		9	#GADGET_BUTTON_PREVIOUS		
12		10			
13 #GADGET_BUTTON_SNAPSHOT 14 #GADGET_BUTTON_REPEAT 15 #GADGET_BUTTON_RANDOM 16 #GADGET_BUTTON_MUTE 17 #GADGET_BUTTON_FULSCREEN 18 #GADGET_VOLUME 19 #GADGET_ACD_BUTTON_PREVIOUS 20 #GADGET_ACD_BUTTON_PREVIOUS 21 #GADGET_ACD_BUTTON_PREVIOUS 22 #GADGET_ACD_BUTTON_PLAY 23 #GADGET_ACD_BUTTON_PLAY 24 #GADGET_ACD_BUTTON_PLAY 25 #GADGET_ACD_COMBOBOX_DEVICE 25 #GADGET_ACD_COMBOBOX_TRACKS 26 #GADGET_VOVD_BUTTON_ELECT 27 #GADGET_VOVD_BUTTON_PLAY 28 #GADGET_VOVD_BUTTON_PLAY 29 #GADGET_VOVD_BUTTON_PLAY 29 #GADGET_VOVD_BUTTON_PREVIOUS 31 #GADGET_VOVD_BUTTON_PREVIOUS 31 #GADGET_VOVD_BUTTON_PREVIOUS 31 #GADGET_VOVD_BUTTON_PREVIOUS 32 #GADGET_VOVD_BUTTON_PREVIOUS 33 #GADGET_VOVD_BUTTON_PREVIOUS 34 #GADGET_VOVD_BUTTON_PREVIOUS 35 #GADGET_VOVD_BUTTON_SNAPSHOT 34 #GADGET_VOVD_BUTTON_SNAPSHOT 35 #GADGET_VOVD_BUTTON_LAUFWERK 35 #GADGET_VOVD_BUTTON_LAUFWERK 35 #GADGET_VOVD_BUTTON_MUTE 37 #GADGET_VOVD_BUTTON_MUTE 37 #GADGET_VOVD_BUTTON_MUTE 37 #GADGET_VOVD_BUTTON_MUTE 37 #GADGET_VOVD_BUTTON_MUTE 37 #GADGET_VOVD_UNIME X X position of the control Width Width of the control Height Height of the control Alignment		11	#GADGET_BUTTON_STOP		
14		12	#GADGET_BUTTON_PLAY		
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18 #GADGET_VOLUME 19 #GADGET_ACD_BUTTON_PREVIOUS 20 #GADGET_ACD_BUTTON_NEXT 21 #GADGET_ACD_BUTTON_PLAY 22 #GADGET_ACD_BUTTON_PLAY 23 #GADGET_ACD_BUTTON_PLAY 24 #GADGET_ACD_COMBOBOX_DEVICE 25 #GADGET_ACD_COMBOBOX_TRACKS 26 #GADGET_VOVD_BUTTON_PLAY 28 #GADGET_VOVD_BUTTON_PLAY 28 #GADGET_VOVD_BUTTON_PLAY 29 #GADGET_VOVD_BUTTON_STOP 29 #GADGET_VOVD_BUTTON_NEXT 30 #GADGET_VOVD_BUTTON_PREVIOUS 31 #GADGET_VOVD_BUTTON_PREVIOUS 31 #GADGET_VOVD_BUTTON_PREVIOUS 31 #GADGET_VOVD_BUTTON_PREVIOUS 31 #GADGET_VOVD_BUTTON_SACKWARD 32 #GADGET_VOVD_BUTTON_SACKWARD 33 #GADGET_VOVD_BUTTON_SACKWARD 34 #GADGET_VOVD_BUTTON_SACKWARD 35 #GADGET_VOVD_BUTTON_LAUFWERK 35 #GADGET_VOVD_BUTTON_LAUFWERK 36 #GADGET_VOVD_BUTTON_MUTE 37 #GADGET_VOVD_BUTTON_MUTE 37 #GADGET_VOVD_COLUME X X position of the control Width Width of the control Width Height of the control Alignment 0 Left-aligned 1 Stretched					
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21 #GADGET_ACD_BUTTON_STOP 22 #GADGET_ACD_BUTTON_PLAY 23 #GADGET_ACD_BUTTON_PLAY 24 #GADGET_ACD_COMBOBOX_DEVICE 25 #GADGET_ACD_COMBOBOX_TRACKS 26 #GADGET_VDVD_BUTTON_EJECT 27 #GADGET_VDVD_BUTTON_PLAY 28 #GADGET_VDVD_BUTTON_PLAY 29 #GADGET_VDVD_BUTTON_PLAY 30 #GADGET_VDVD_BUTTON_PREVIOUS 31 #GADGET_VDVD_BUTTON_PREVIOUS 31 #GADGET_VDVD_BUTTON_FREVIOUS 32 #GADGET_VDVD_BUTTON_FORWARD 33 #GADGET_VDVD_BUTTON_FORWARD 34 #GADGET_VDVD_BUTTON_SACKWARD 35 #GADGET_VDVD_BUTTON_SACKWARD 36 #GADGET_VDVD_BUTTON_MAPSHOT 37 #GADGET_VDVD_BUTTON_MUTE 37 #GADGET_VDVD_BUTTON_MUTE 37 #GADGET_VDVD_VOLUME X X position of the control Width Width of the control Width Height of the control Alignment 0 Left-aligned 1 Stretched					
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Height Height of the control Alignment 0 Left-aligned 1 Stretched	,	'			
Alignment 0 Left-aligned 1 Stretched					
1 Stretched					
		1	5		
11 = 100		2	Right-aligned		

DESIGN_DATA

Column	Descript	tion		
Id	-	Primary key is set automatically		
Design_id	-	Foreign key of the design		
Name	Name of the image(not used for the design)			
	5	#SPRITE_PLAY		
Image	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		
	10	HCDDITE DLAV LIQVED		
	19 20	#SPRITE_PLAY_HOVER #SPRITE_BREAK_HOVER		
	21	#SPRITE_BREAK_HOVER #SPRITE FORWARD HOVER		
	22	#SPRITE_FORWARD_HOVER #SPRITE_BACKWARD_HOVER		
	23	#SPRITE_BACKWAND_HOVER #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		
	22	WORDING PLAY GUOY		
	32	#SPRITE_PLAY_CLICK		
	33	#SPRITE_BREAK_CLICK		
	34	#SPRITE_FORWARD_CLICK		
	35	#SPRITE_BACKWARD_CLICK		
	36 37	#SPRITE_PREVIOUS_CLICK		
	38	#SPRITE_NEXT_CLICK #SPRITE_STOP_CLICK		
	39	#SPRITE_STOP_CLICK #SPRITE SNAPSHOT CLICK		
	40	#SPRITE_SNAPSHOT_CLICK #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 o	f the control in png format		
	- 6- 0			