

## How to create new Theme

Copy and rename any existing theme folder. Edit 'index.html' file as you wish. You can use HTML5, CSS3 and JavaScript. Any DOM structure, design, graphics, animations, sounds.

Data exchange occurs through web sockets implemented in the "updateData.js" or "updateDataAdvanced.js". These files do not need to be copied to "Your Theme" folder, they are updated dynamically to use the specified server address.

**UpdateData.js** (old style) - items are searched by ID. There can be only one element in a document with a unique ID.

**UpdataDataAdvanced.js** (recommended) - Elements are searched by class name. A document can have any number of elements of the specified class, and the content of all these elements will be updated at the same time. This option is more difficult, but gives more options.

*If you need some special behavior that cannot be implemented using available means, then make a copy of the file to the "You Theme" folder and explicitly describe the port used:*

```
ws = new WebSocket( "ws://%LOCALHOST%:%PORT%" );
```

Include the content update script:

```
<script type="text/javascript" src="updateDataAdvanced.js"></script>
```

or

```
<script type="text/javascript" src="updateData.js"></script>
```

Call the UpdateData function:

```
<body onload="UpdateData();">
```

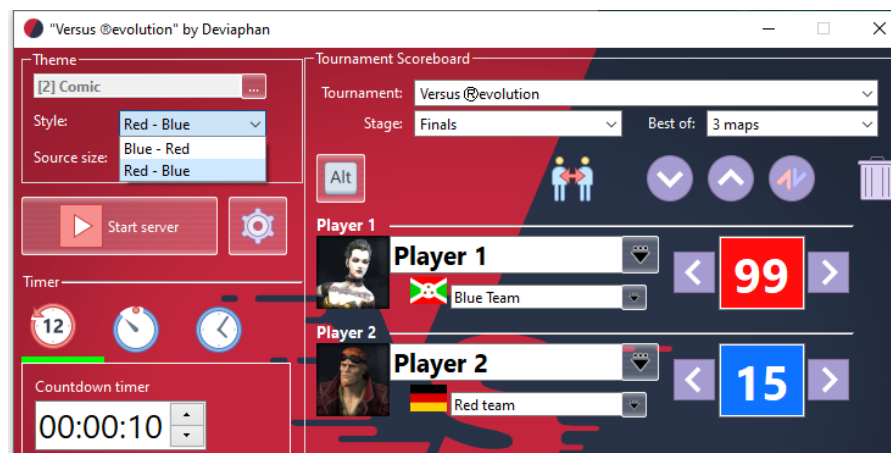
### index.html example content



```
1 <!DOCTYPE html>
2 <html>
3
4 <head>
5     <link rel="stylesheet" href="style.css" />
6     <script type="text/javascript" src="updateData.js"></script>
7 </head>
8
9 <body onload="UpdateData()">
10 
11 <div id="p1name">Name 1</div>
12 <div id="p1score">0</div>
13 <div id="p2name">Name 2</div>
14 <div id="p2score">0</div>
15 <div id="group">group</div>
16 </body>
17 </html>
18
```

## Edit theme.json file

Key	Value	Example
<b>author</b>	You name	"author": "maaGames"
<b>homepage</b>	You site, e-mail	"homepage": "my.html"
<b>title</b>	Theme title	"title": "My Theme"
<b>game</b>	Game title, if applicable	"game": "Any game"
<b>size</b>	Browser Source preferred size	"size": "1280 x 200 px"
<b>align</b>	Source align	"align": "top / bottom"
<b>numPlayers</b>	Number of players, supported with this theme. Default "2".	"numPlayers": "4"
<b>styles</b>	<p>Array of 'Style' objects. Optional value.</p> <p>"name" – style name(optional)</p> <p>"color" – array of players color to change UI (optional)</p>	<pre> "styles": [   {     "name": "Blue - Red",     "colors": [       "#0c72ff",       "#ff0d0d"     ]   },   {     "name": "Red - Blue",     "colors": [       "#ff0d0d",       "#0c72ff"     ]   } ] </pre>



Create **theme.png** preview file, 640\*360px, png-format.



## Element identification

You can give an element an ID or a Class name to update the element's content. All elements are optional.



object	Content Value	Description
<b>title</b>	String	Tournament title
<b>group</b>	String	Group/Stage title
<b>bo3</b>	String	Number of matches (e.g. "B.O.5")
<b>*X</b>	<i>Integer [1 - ...]</i>	<i>Player number</i>
<b>pXname</b>	String	Player *X nickname (id="p2name", class="p1name")
<b>pXscore</b>	String	Player *X score (id="p10score", class="p5score")
<b>pXlogo</b>	img.src or div.backgroundImage	Player *X logo/photo (id="p1logo", class="p2logo")
<b>tXname</b>	String	Player *X Team name (id="t1name", class="t2name")
<b>tXlogo</b>	img.src or div.backgroundImage	Player *X Team logo/flag (id="t1logo", class="t2logo")

You can create Logo with `<img id="p1logo">` or `<div id="p1logo">` whichever you prefer.

## Advanced Hooks

If you need some special behavior besides just replacing the content, you can implement some functions:

**function OnChangeDataValue( id, value )** - The function is called to change the content of the specified element. You must implement content update. **id** – element id or class name (without dot prefix). **value** – content data.

**function OnChangeThemeStyle( styleIndex )** - The function is called when the Theme style changes. **styleIndex** – string with Theme index, started from “0”.

**function OnTimerTotal( timerTotal )** - The unction called before timer starts. **timerTotal** - full range of timing, given in seconds. Start time for countdown, end time for stopwatch, or number of seconds in a day for system time.

**function OnTimerEvent( timeEvent )** - The function notifies of the following events:

- timeEvent == "1" – Start
- timeEvent == "2" – Pause
- timeEvent == "3" – Resume
- timeEvent == "4" – Stop
- timeEvent == "5" - Time expired (countdown timer and stopwatch)

**function OnChangeTimer( timeInSecond )** - The function is called to update the timer value. **timeInSecond** - the time in seconds to display. What, where and in what form to display you must implement yourself.

Study examples for understanding:

Example. HTML5+CSS3+JS	An example of using css3 animation and changing the style with the OnChangeThemeStyle function
Example. Observer	Tracking changes to any object. An easier way is to implement the OnChangeDataValue function
Example. Timer	Graphical implementation of the timer.
[2] Big Neon	An example of a Theme with support for multiple scenes that display data in different ways / OnChangeThemeStyle / Text implementation of the timer Create two browsers with url: localhost:9090?Scene_1 localhost:9090?Scene_2
[2] Comic	An example of using animation when changing the score / Using sound effects when changing the score / OnChangeThemeStyle
[100] Top 10 of 100	An example of displaying the top 10 players out of 100 players for whom the score is kept.

## WebSocket commands

You can send Json object to Versus to execute some commands

{ "pXname": "Increment" }	Add 'Increment' to selected player scores
{ "reset": "0" }	Reset all scores to '0'
{ "swap": "0" }	Reorder player list
{ "sortasc": "0" }	Sort players by score Ascending
{ "sortdesc": "0" }	Sort players by score Descending
{ "timerStart": "0" }	Start timer/clock
{ "timerPause": "0" }	Pause timer
{ "timerStop": "0" }	Stop timer

## Remote control

Use control page to remote control of 'Versus' (Port forwarding to WAN access):

192.168.0.2:9090/**controls.html**

