

# Cinematic

Welcome to the **Cinematic** documentation.

*Edit `docs/index.md` and hit save – the site updates automatically when running `mkdocs serve`.*

 July 6, 2025


## How “inverse” (1-0-1) buttons are auto-detected

Many latching push-buttons are wired closed = logic 1 at rest and open = 0 when pressed. At start-up each SmartButton performs:

```
if self.button.is_pressed:      # high at rest → treat as “inverse”
    self.inverse = True
```

If so, the framework swaps the handlers:

```
when_pressed ← on_release
when_released ← on_press
```

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# settings.json Cheat Sheet

A quick-reference table of every setting in `settings.json`, what it does, and its allowed values.

```
{
  "pin": 27,
  "state_on_action": {"method": "set_all_lock", "args": [1]},
  "state_off_action": {"method": "set_all_lock", "args": [0]}
},
```

```
if self.button.is_pressed:      # high at rest → treat as “inverse”
    self.inverse = True
```

## Geometry

JSON Path	Description	Values
<code>geometry.camX.rotate_180</code>	Rotate image 180° on startup	<code>true</code> / <code>false</code>
<code>geometry.camX.horizontal_flip</code>	Flip image horizontally on startup	<code>true</code> / <code>false</code>
<code>geometry.camX.vertical_flip</code>	Flip image vertically on startup	<code>true</code> / <code>false</code>

## Output

JSON Path	Description	Values
<code>output.camX.hdmi_port</code>	Select DRM connector for HDMI output ( <code>cinepi-raw --hdmi-port</code> )	<code>0</code> , <code>1</code> , or <code>-1</code> (auto)