PinUp Player DMD

DMD is a text overlay form over any PUP display screen. All functions of PUP display can be done on the screen the textoverlay is on.

you can have multiple text Overlay/DMDs but only one per PUP display. (bg, dmd, topper)

to initialize a DMD on a display you call:

PuPlayer.LabelInit pDMD
pDMD is the screen#. (0-5, 1 is default DMD screen)

then you need to setup text overlay 'pages'.

The DMD feature is VERY flexible which means it can be confusing at first.

You need to plan your DMD in 'pages'. Page 0 should be empty, don't put any labels on page0!

A text overlay Page is just a group of text labels. You only can add/set individual Labels. PinUp doesn't know if a label has Score Value, or a Message, thats all handle in script!

so lets start with a very simple example:

note: size and positions are all in PERCENT, obviously all screens can have different screen resolutions, so we use a percent. Putting 20 in size means 20% height of the screen. XPosition of 25 means a horizontal position of 25% of screen width;

All labels you create and set use a NAME string that you set/assign. so keep them short 8 characters and use no spaces.

We'll need a default score page (page1). you need to think about every Label.

PuPlayer.LabelNew pDMD,"Player","fontname",25,391231,0,2,2,30,0,1,1
PuPlayer.LabelNew pDMD,"Ball"," fontname ",25,44154265,0,2,2,98,0,1,1
PuPlayer.LabelNew pDMD,"TopMSG"," fontname ",25,5154265,0,1,0,0,0,1,1
PuPlayer.LabelNew pDMD," BigScore","fontname",50,391231,0,1,1,0,0,1,1

here we setup four labels on our Page1 (default score page for example)

LabelNew
<screen#>,<Labelname>,<fontName>,<size%>,<colour>,<rotation>,<xAlign>,<yAlign>,<xpos>,<ypos>,<PageNum>,<visible>

<screen#>, in standard we'd set this to pDMD (or 1)

<Labelname>, your name of the label. keep it short no spaces (like 8 chars) although you can call it anything really. When setting the label you will use this labelname to access the label.

<fontName> Windows font name, this must be exact match of OS front name. if you are using custom TTF fonts then double check the name of font names.

<size%>, Height as a percent of display height. 20=20% of screen height.

<colour>, integer value of windows color.

<rotation>, not used yet (future)

<xAlign>, 0= horizontal left align, 1 = center horizontal, 2= right horizontal

<yAlign>, 0 = top, 1 = center, 2=bottom vertical alignment

<xpos>, this should be 0, but if you want to 'force' a position you can set this. it is a % of horizontal width. 20=20% of screen width.

<ypos> same as xpos.

<PageNum> IMPORTANT... this will assign this label to this 'page' or group.

<visible> initial state of label. visible=1 show, 0 = off.

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to set labels:

example of a SUB:

```
Sub pUpdateDmd
puPlayer.LabelSet pDMD,"CurScore",cLNG(CurScore),1,""
puPlayer.LabelSet pDMD,"Play1","Player 1",1,""
puPlayer.LabelSet pDMD,"Ball","Ball  2",1,""
end Sub
```

LabelSet <screen#>, <LabelName>,<String>,<Visible>,<special>

<screen#>, same as when adding new label.

<LabelName> same as labelname when you added new label.

<String>, value to assign label. Note you can add a ~ to insert a line break....see notes on that.

<Visible> set visible state of label.

<special> this is a special crafter JSON string that can have unlimited values set. we'll have to see examples and things like animations need many different variables and settings. This allows use to future proof the text driver using a JSON string. Note: to make it easier to read in VBS its a json where you normally see "field", is 'field'.... we replace all ' with " before processing json.

----new in v1.3 Special can adjust many label properties AFTER created already.

special allows lots of modification of existing label. you should not change this too often because of performance penalty like changing a fontname etc. for other items like position, there won't be a performance issue.

example:

puPlayer.LabelSet pDMD,"Ball","Ball","{'mt':2,'color':111111, 'size': 10.5, 'xpos': 75.3, 'xalign': 0}"

Here we are sending a message type 2 <label change>. We can change any of the following. Note that you can pass decimal places for font sizes/positions...

json messages are case sensitive!

size, xpos,ypos,fname,color,xalign,yalign,pagenum

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so in table script you can have the following: You should expand this to take into account the current users score (if using multiple players)...etc.

```
Sub IncScore(val)
  curScore = curScore + val
  pUpdateDMD
end Sub
```

we just have to make sure we set the current page to 1 so that we can see the labels. We'll do that after we ADD all labels to all pages.

PuPlayer.LabelShowPage pDMD,1,0,""

<screennum>,<Page Num>,<Seconds>,<special>

<screennum>, pDMD

<Page Num>, page to view

<Seconds>, seconds to show page...this is useful for 'splash' pages. If your page is a splash page then you would set this to 3 for 3 second splash. It will auto-return to the default page. The default page is the one that was last set with seconds=0; So we set seconds to 0 to tell driver that this is the current active page.

<special> future.

Animations: Fun stuffs..... we can animate labels on an individual bases>

currently support flashing /color/ on-off and motion (move left off screen, scrolling credits...etc)

flashing a label example:

puPlayer.LabelShowPage pDMD,2,3,""
puPlayer.LabelSet pDMD,"BigMSG","Yipppeeee",0,"{'mt':1,'at':1,'fq':150,'len':3000,'fc':4443433}"

first line we say to show our splash page #2 for 3 seconds.

then we say set our label BIGMSG to Yipppeeeee. Now the special part is what tells it to animate that label.

mt=message type (1=animate...always for now)

at=animate type (1=flashing, 2=motion)

fq=when flashing its the frequency of flashing 150ms in this example

len=length in ms of animation. will auto stop animation in 3 seconds.

fc= foreground color of text during animation

moving a label example (start off and end off screen)

puPlayer.LabelShowPage pDMD,2,5,""
puPlayer.LabelSet pDMD,"BigMSG"," Yippppeee",0,"{'mt':1,'at':2,'yps':1,'ype':-1,'len':5000, 'mlen':5000,'tt':0, 'fc':4443433}"

first line we say to show our splash page #2 for 5 seconds.

then we say set our label BIGMSG to 'Yippeee'. Now the special part is what tells it to animate that label.

mt=message type (1=animate...always for now)

at=animate type (1=flashing, 2=motion)

yps = y position start (0=no y movement, 1= slide from bottom, -1=slide from top)

xps =x position start (0=no x movement, 1= slide from right, -1=slide from left)

ype=y position end (see yps)

xpe=x position end (see xps)

mlen=length ms of AniTween of movement.

tt= tween index....yup supports 0-10 different tweens of movement between start and end.

moving a label example (start off and end in designed position (usually centered))

puPlayer.LabelShowPage pDMD,2,5,""
puPlayer.LabelSet pDMD,"BigMSG"," Yippppeee",0,"{'mt':1,'at':2,'xps':1,'len':5000, 'mlen':3000,'tt':3, 'fc':4443433}"

Using multi labels:

for now you use ~ character in label string to split line. note that it will not have any alignment (always left). so you may have to use spaces, so to make a 'nice' looking scrolling message here's an example

Note that means DONT'T use ~ is any label or messages unless you want to line break them

puPlayer.LabelSet pDMD,"BigMSG"," This is~Great Stuff",0,"{'mt':1,'at':2,'yps':1,'ype':-1,'len':5000, 'mlen':5000,'tt':0, 'fc':4443433}"

Fonts

under PUPVideos/tableROMname

you must copy all your TTF fonts into a folder called "FONTS".

note that PUP will dynamically load-all TTF files within that "FONTS" subfolder.

To make sure you get the exact name of fontname to use, right-click on TTF file and PREVIEW. you will see a label called 'FONT NAME:'.