

# Media Manager 1.5

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# 1 Introduction

This manual provides details on the installation and use of the **Media Manager** Topfield Application Program (TAP) version **1.5**. This TAP has three major components:

- **Photo Manager** allows you to view JP(E)G, GIF or BMP images. You can start a slideshow manually, or automatically whenever you switch to a radio channel or play an MP3. Other functionality includes several Screensaver modes which can be used while listening to music.
- **Music Manager** allows you to play MP3s. Various play modes allow music to be played randomly or sequentially, either a single folder (album) at a time or including all subfolders too. The Music Manager can be used in conjunction with the Photo Manager to provide flexible album art modes.
- **Video Manager** allows you to play video recordings. It can be configured to create thumbnails and scenes of the video to give a DVD like presentation. Videos can also be moved, renamed or automatically deleted.

There is also a general **File Manager** which deals with all other types of file. All components use common concepts and control keys where relevant and support file management functions such as move, rename, and delete. It has been developed for the Topfield TF5800PVRt (hereafter “Topy”), but may work on similar Topfield models.

A reasonable understanding of computer folder structures is needed for installation of the TAP and the image files, but only a superficial knowledge for subsequent use. The installation instructions here are based on use of a Windows PC, but similar tools are available for Macs.

# 2 Conventions & Abbreviations

References to Topy remote control keys in the narrative text are in *italics*. References to specific **Media Manager** or native Topy screens in the narrative text are in **bold**. Folder names are in single quotes ‘thus’, and any other specific terms are in double quotes “thus”.

The term “folder” is used throughout this manual and in the **Media Manager** screens rather than “directory”, though the terms are synonymous. Similarly “video” is used in place of “recording”. The abbreviation ‘Back up’ is used in the **Media Manager** screens to denote the link to the parent folder.

The functions of the most widely used keys are described at the bottom of each screen, and where there is not enough space, pressing the *Text* key will generally bring up a full list of keys used by the current screen together with a definition of their functions. A full list of keys used and their functions is given in section 21.

## 3 Setting Up

### 3.1 TAP Installation

If you are unfamiliar with the installation and use of TAPs, it is suggested that you read the following introductions to TAPs and loading them from Windows PCs:

<http://www.topyy.org.uk/documents/1-Introduction%20to%20TAPs.pdf>

<http://www.topyy.org.uk/documents/Installing%20TAPs%20-%20Windows.pdf>

Download the TAP into your computer, and copy it onto the Topyy using “Altair” into the ‘ProgramFiles’ or ‘ProgramFiles\Auto Start’ folder. In the latter case it will run automatically whenever the Topyy is switched from “Standby”. To run the TAP from ‘ProgramFiles’ (or after loading into ‘Auto Start’ & before re-starting your Topyy), use the Topyy archive to highlight the TAP and press *OK*. It is also advisable to put the supplied Firmware.dat file into ‘ProgramFiles\Settings’.

### 3.2 Activating Media Manager

When run (manually or from ‘Auto Start’), **Media Manager** stays in the background until it is activated. Each component can be set up to have its own activation key, but by default only the **Photo Manager** component has its key defined, and this is *Recall*. You will need to make sure no other TAPs you have running also use *Recall* as the activation key, otherwise it will not be possible to activate **Media Manager** (or the other TAP, if **Media Manager** is loaded first). Once you have activated **Media Manager**, you can re-configure the activation keys by means of the Options 1, 2, and 3 if you wish.

Selection of **Photo/Music/Video/File Manager** functions is dictated by the file types in the current folder. If within the ‘MP3’ folder, it is assumed you want to handle music, if within the ‘DataFiles’ folder it is assumed you want to handle videos, if within the “Default photo startup folder” it is assumed you want to handle photos and anywhere else it is assumed you want to handle general files.

The “Default photo startup folder” (Option 6) defines the folder used when **Photo Manager** is first started, **Music Manager** defaults to start in the ‘MP3’ folder, **Video Manager** defaults to start in the ‘DataFiles’ folder, and **File Manager** defaults to start in the ‘ProgramFiles’ folder. Once in any component though, you can browse to any other folder on the hard disk, and the functionality will switch automatically depending on what folder you are in.

### 3.3 Options Menu

The **Options Menu** allows various aspects of **Media Manager** to be customised to suit individual user needs. It can be accessed by pressing the *Menu* key in most screens. A full list of the parameters are given in Appendix 1. To change an item, use *Up/Down* to select the item, and then *Left/Right* to choose the value you require. The settings are automatically saved on exit from the **Options Menu**.

## 4 Basic Operation

### 4.1 File List

Once **Media Manager** is activated, you will be presented with the **File List** screen. This starts off by listing photos and folders in the “Default photo startup folder”, with the parent folder (‘Back up’) and the first 9 other files or folders visible. Folders can be hidden if they do not contain relevant files, or subfolders (Option 76).

To move through these files and any others off the screen use the *Up*, *Down*, << (page down), and >> (page up) keys (<< & >> are configurable via Option 61). From here you can navigate to any other folder on the Toppo by selecting the relevant folder, and pressing *OK*.

If you are in the ‘MP3’ folder or any of its sub-folders, the list of “.mp3” files will be displayed, and if you are in the ‘DataFiles’ folder or any of its sub-folders, the list of “.rec” files will be displayed. At no time are files other than photo, “.mp3”, “.rec”, “.mcf”, “.tap” or “MediaManager.log” shown, unless “Show all files” is turned on (see section 14).

The left and right keys are special shortcut keys, with the following effects:

- *Left*: Returns you to the parent folder irrespective of where the highlight is.
- *Right*: Changes folder in the same way that pressing *OK* does.

Following are some options that allow you to change the presentation and behaviour of the **File List**:

#### **Option 63**

Allows you to use the < and > keys as a handy way to switch components. The sequence goes:

**Video Manager -> Music Manager -> Photo Manager -> File Manager -> Video Manager**

and each time you switch you navigate to the default folder for that component. If you have this option turned on you forsake the special shortcut keys described above.

#### **Option 62**

If turned on then this ensures that the navigation history is deleted when exiting the **File List**. This means that next time you enter, it will display the default folder for the component, rather than the last accessed folder.

#### **Option 78**

If turned on then folders are displayed at the end of the **File List**, rather than the start.

#### **Option 77**

Allows you to hide the 'Back up' item from appearing in the **File List** when either in the top level 'DataFiles' folder, or in any folder. Note that if you set it to always hide 'Back up', then you must have Option 61 turned off, otherwise you will not be able to navigate to the parent folder, using the < key.

#### **Option 61**

If you wish to page up and down using < & > instead of << & >>, then their behaviour can be swapped using this option.

#### **Options 86 & 87**

The position of the **File List** can be adjusted using separate X & Y offsets. The ideal values will depend on your television.

### Option 79

If you want to see an icon in the header relevant to the screen you are in, then turn this option on. It will replace the “Text for Help” text.

### Option 80

If you would rather have your file icons (e.g. playlist icon, padlock icon, playing icon) on the right hand side of the **File List**, rather than the left, then set this option accordingly.

## 4.2 Contents

The **File List** columns and footer area have different contents depending on which component you are using. See the individual sections for more details. As a general rule, if no other details for a file are present, the Date, Time and Size of the file will be displayed in the footer.

## 4.3 Thumbnail View

An alternative presentation is available in all components instead of the **File List**, called **Thumbnail View**. The facilities & controls are the same, except that the *Left & Right* keys navigate round the images. There is a menu of the principal key options along the bottom of the image.

Pressing *Recall* toggles between the two views. **N.B.** Changing the activation key does not affect the use of *Recall* for this purpose. The last selected view is used until **Media Manager** is closed completely (e.g. by going to Standby), after which the default, **File List**, is used until *Recall* is used to select the **Thumbnail View**.

The position of the **Thumbnail View** can be adjusted using separate X & Y offsets using Options 90 and 91. The ideal values will depend on your television.

## 4.4 Fonts

Option 94 allows you to use your own fonts in **Media Manager** instead of the default fonts. You need to create small, medium and large files for each font, and put them in the ‘ProgramFiles\Settings\Fonts’ folder on the Topy. When restarting **Media Manager**, you can then select it. Instructions and tools for creating your fonts are included in the zip along with a ready to go Tahoma font, which I currently use. (Hint: To just try out a font, it will be selectable even if you only include one of the sizes e.g. medium only). Note that you can have as many fonts as you like stored in the Fonts folder, but every one will get loaded into memory on startup, so if memory is an issue it is advisable to only include one font once you have settled on it. Each font uses approx 180Kb of memory once loaded.

## 4.5 Exiting the File List

Press *Exit* when in the **File List** to close **Media Manager**. The Topy then returns to its normal state and **Media Manager** will wait until the activation button is pressed again. If re-activated before exiting the TAP (e.g. by going to Standby), **Media Manager** will revert to the last-used rather than default folder, although this behaviour is configurable by Option 62.

## 5 Video Manager

### 5.1 Overview

The **Video Manager** component can be accessed either by navigating through the folder structure to 'DataFiles' using the **File List**, or directly using a key selected using Option 3. This component lists and manages all the stored videos. It has two unique features, as follows:

- Display of a thumbnail generated at a pre-determined time into each video.
- Optional display of a series of snapshots (called **Scenes**) generated at fixed intervals through the video.

### 5.2 File List

The columns contain the following information:

- Program name or Folder name
- For folders, the number of videos in the folder (dependent on Option 75)
- Video duration
- Video date

The default order of the **File List** is determined by Option 67, and can be set to order by date, name or size, descending or ascending. The *Pause* button can also be used to toggle between the different sort orders. As with the other **Managers**, the available videos can be viewed as a set of thumbnails rather than a list of files by pressing *Recall*.

When bringing up the **File List**, the latest video will be highlighted. If you wish to highlight the earliest video, this is possible using Option 25. If a playback is in progress, then this video is highlighted instead. If no playback is in progress, but there is an active recording, then this will be highlighted.

Pressing *Guide* in the **File List** will bring up a screen with up to 9 **Scenes** for the currently selected video, provided these have been generated (see section 5.20). The *Up*, *Down*, *Left*, *Right*, *>>*, & *<<* keys allow navigation through all the available **Scenes**. Pressing *Ok* while displaying **Scenes** commences replay from the time of the currently selected **Scene**.

### 5.3 Footer layout

#### **Right hand area**

If a video is highlighted and a thumbnail has been generated, then the thumbnail will appear here. Otherwise this area will contain some details about the video.

If a folder is highlighted, and the Option 74 is turned on, this area will show 4 mini thumbnails for the first 4 videos within the folder.

#### **Left hand area**

This area has a "header" line, then 4 lines of "detail" below it.

The "header" is determined by Option 28. This can be set to 'Event name', 'Channel name - Date', 'Channel name - Size' etc. To the right of the header a progress bar will appear for partially watched videos. The elapsed time/percentage can also be displayed here according to Option 27.

The “detail” lines will contain the program description, unless it is a folder, in which case it can show the first 4 program names in the folder (if Option 74 is turned on).

Note that Option 83 allows you to either “Left justify” or “Fully justify” the program description text. Also, if Option 81 and 82 are both turned on, then the program description will take up the whole width of the footer area.

#### 5.4 Playback

By default, when you press *Play* on a video, it plays from the beginning, and when you press *OK* it resumes at the last watched point. The keys can be swapped using Option 37.

#### 5.5 Program Name

According to Option 24, the displayed program name throughout the **Video Manager** can either be the file name, the video event name or the ‘trimmed’ video event name. ‘Trimmed’ means that any file date/time/numeric stamps are stripped off before display.

#### 5.6 Video progress

Where videos have already been viewed, the time (or percentage) viewed can be displayed against them. There are a variety of ways to display this information, configurable by Option 26 (this option is independent of the video progress displayed in the footer). If you set it to ‘Progress bar’, this displays a thin progress bar underneath the video duration for each video.

You can also choose to display a “tick” icon against a file which has been x% watched via Option 32. To force a video to be marked as watched, then press *Stop* when it is highlighted. (press *Stop* again to mark it as unwatched).

#### 5.7 Highlight last played video

Option 31, allows you to show an ‘L’ icon against the last played video video.

#### 5.8 Locked Videos

Note that if a video has been locked in the standard Topyy menus, a padlock icon will appear against the files, and the user will be prompted for the PIN when attempting to play it back.

#### 5.9 Hard Disk Usage

A lozenge at the bottom shows the used & available disk space as a proportion of the total. Any files which are in the recycle bin contribute to the used disk space, but can be highlighted in a different colour to differentiate them from undeleted files. See section 15.

Option 29 allows you to also show the remaining video hours in the disk space info lozenge. If the remaining hours do not seem correct, you may wish to change Option 34, ‘Video bit rate in Megabytes per minute’, which is used to determine this figure.

Whether you want the usage to be represented by GB or by percentage is configurable by Option 73, and the font size is also configurable via Option 73.

## 5.10 Extended Information

Press 'Info' when a video is highlighted to view extra details for this video. Typically this will be so that you can view the full program description if it can not all be fitted into the footer area. Option 33 allows you to configure the details displayed. The choices are currently 'All details' or 'Description only'. Note that Option 83 allows you to either "Left justify" or "Fully justify" the program description text and pressing *Recall* will toggle between medium and small font sizes.

## 5.11 Logos

Option 30 allows you to show the channel logo for each video in the **Video Manager**. The logo will also appear in the footer if you set the Option 28 to be 'Channel name - Date', 'Channel name - Size' etc. To get the logos to display, you will need a file called smlogo.dat. Put this in your 'ProgramFiles' or 'ProgramFiles\Settings\Logos' folder. This file will be included in the download for Media Manager. Note that with logos displayed, 9 items will appear in the **File List** rather than 10.

You can create smlogo.dat yourself by using the MakeLogos TAP. The logos are in the UK Project format, but they are smaller. You would have to take an existing logo, shrink the logo size to 47x30, but make sure the actual image is 60x38 (i.e. the right hand side and bottom of the image has a thick border). The logos can either be named by channel name (case sensitive) or LCN.

## 5.12 Preloading Video Data

Option 38 allows you to preload the video header data (e.g. program description, start/end time). This gives a significant performance improvement when navigating the **File List**, at the expense of using more memory. The data can be preloaded on startup of **Media Manager**, or 'Lazily' as and when it is needed.

The choices for this option are:

<b>Off</b>	headers never cached
<b>Headers only</b>	all headers cached on startup
<b>Headers and thumbs</b>	all headers and thumbnails cached on startup
<b>Headers only (Lazy)</b>	headers cached when required
<b>Headers and thumbs (Lazy)</b>	headers and thumbs cached when required

## 5.13 Marking Videos

To mark a video, then press *TV/Radio* or *List* when it is highlighted. It will be marked with an 'M' icon. Marked videos can then be deleted by pressing *White*, moved by pressing *Yellow*, played as described below, or saved by pressing *Record*. Saved videos can be played back at a specific time e.g. for overnight copying to a DVD recorder. See section 5.21.

## 5.14 Multi Video Playback

If you wish to play many videos, one after another, then mark each one you want to watch. When you press *OK* or *Play*, it will prompt you whether you wish to 'Play' or 'Decode' them. If you choose 'Play' (the default), then the videos will be played back in the order in which you marked them. Alternatively you can press *Play* on a folder which contains videos and all videos in the folder will be played. Be careful not to play or stop any videos using another application while the multi playback is in process.

The marked videos can also be played back at a specific time e.g. for overnight copying to a DVD recorder. See section 5.22.

#### 5.15 Fixing “Duff” Videos

If you have a Duff, zero duration video, it is possible to fix it with the recFixer2 TAP. Support is built in to the Video Manager so that if you attempt to play a Duff video, it will automatically try to fix it first by calling recFixer2 for you. This relies on you:

1. Having the recFixer2 TAP installed in ‘ProgramFiles’ and
2. Having first marked another video from the same channel in the ‘DataFiles’ folder (see section 5.13).

Note that videos of 0MB length can not be fixed.

#### 5.16 Auto Deleting Videos

A set of “Auto delete rules” can be created for a keyword (will apply to any video whose name contains the keyword). The rules are as follows:

**Keep a minimum of x episodes** (overrides all other rules)  
**Delete after x days**  
**Keep a maximum of x episodes**  
**Delete when disk x % full**

To create a new rule set based on a video in the **File List**, highlight the video and press *Slow-motion*. This presents the 'Auto delete update screen', and defaults the Auto delete keyword to be based on the name of the video highlighted e.g. with Doctor Who-3.rec highlighted, this will create a keyword of 'Doctor Who'. If the rule set does not exist, it will create it, otherwise it will update the existing rule set. Then, any video whose name contains the string 'Doctor Who' will have the rules applied to it. This comparison is *not* case specific.

To access all the current rule sets, then press *TV/Sat* when browsing your videos. This will present the **Auto Delete List**, and allows you to add/update any rule set or execute the rule sets to perform the deletes.

To update a rule set, press *OK* when it is highlighted. Once in the update screen, you can edit an auto delete keyword by pressing *OK* when it is highlighted, or you can edit any of the rules by press *Left* or *Right* when they are highlighted. Setting any of the rules to 0 means that they will have no effect. If you press *Exit* when in the update screen, any changes will be discarded.

To execute *all* the rule sets immediately, press *Play* when in the **Auto Delete List**, or press *Recall* to execute the highlighted rule set.

When interpreting the rule sets to determine which videos to delete, it will always delete the oldest first. If two rule sets are defined which both match the same video, e.g. auto delete keywords of Doc and Doctor are defined, which both match Doctor Who.rec, then the first rule set in the list is used to determine whether it should be deleted. You can press 1 or 3 to move the rules up or down.

To make the process even more automatic, you can set the rules to execute overnight. See section 5.21. Used in combination with the **Recycle Bin** this provides a convenient and safe way of deleting your videos.

### 5.17 Pause Screensaver

Option 42 allows you to start a screensaver after a video has been paused. Set Option 43 to specify how many seconds to wait before starting the screensaver. You can choose to display a slideshow of pictures, or the usual screensaver options (see section 10).

### 5.18 Jump to First Bookmark

Option 54 allows you to jump to the first bookmark when playing a video. This is designed to work with the Accurate Bookmark (TM) TAP, although this is not a pre-requisite. It will ignore the first bookmark if it is more than 10 minutes or 60% into the video.

### 5.19 Resume Last Played Video

**Media Manager** keeps track of the video you are currently watching and when you press stop it remembers what position you were at. Setting Option 35 to a key of your choice will resume this video where you left off when this key is pressed while watching TV.

### 5.20 Copy or Decode Video

Pressing *Record* while a video is highlighted will initiate a copy of the video. If it is encrypted, this will also decrypt it. The video will be fast-forwarded to the speed specified in Option 39.

### 5.21 Generation of Thumbnails & Scenes

Option 45 defines the number of minutes into a video at which the thumbnail is generated. Thumbnails will not be generated for radio recordings. A nice picture of a radio will be shown instead.

Option 46 defines the interval in minutes between **Scenes**. If this is set to zero, or Option 44 set to "Off", no **Scenes** will be generated. The maximum number of **Scenes** that will be generated per video is 64.

To generate the thumbnails, **Media Manager** has to play the video as far as the selected thumbnail point, and to generate **Scenes** the video has to be played most of the way through, so these cannot be done automatically during the video or when the video finishes. On the other hand, to get maximum benefit, the thumbnails & **Scenes** need to be generated as soon as possible after the video is made. Generation can either be manual:

- To (re-)generate the thumbnails and scenes on manual command for the currently selected file, use the 1 & 2 numeric keys respectively.
- To generate thumbnails and **Scenes** for new videos, use the 3 numeric key.

or automatic as described in section 5.21.

You can manually create a thumbnail while watching a video, by specifying a key using Option 36. When you press this key during playback, the thumbnail will be created using the currently displayed scene.

## 5.22 Overnight batch job

### **Overview**

Several **Video Manager** processes can be scheduled to run overnight, or indeed, at any time (using Option 51), to minimise disruption to normal viewing. This batch job can also be kicked off manually using Option 96. The following sections describe each process in the order they get executed in the job:

### **Auto Delete Rules**

Option 48 causes the Auto Delete Rules to be executed.

### **Empty Recycle Bin**

If Options 55 or 56 are greater than 0, then the bin is emptied (according to configuration).

### **Reload Video Headers**

If Option 38 is set to Preload video headers, then they are reloaded.

### **Play or Decode Videos**

If Option 49 is set to "Selection" then any videos which have been marked and saved (see section 5.13) will be played out in sequence. This allows copying to DVD at a particular time. If, when the videos were saved, you chose to 'Decode' rather than 'Play', the videos will be copied instead, and fast-forwarded to the speed specified in Option 39.

If Option 39 is set to "Auto decode", then all videos are examined to see if they are encrypted. If they are, then these videos are copied and fast-forwarded to the speed specified in Option 49. It is also possible to change to a particular channel before decoding using Option 40.

### **Create Video Thumbnails and Scenes**

Option 47 causes the video thumbnails and scenes to be created for any new videos.

### **Shutdown**

If Option 50 is turned on, the Topyy will turn itself off after the job has ended. You could then e.g. set a "wake up" timer to fire at 2:30am, set Option 51 to be 2:35am, then the Topyy would wake up, run the job, then shut down again, thus minimising the time the Topyy is switched on.

## **6 Photo Manager**

### 6.1 Photo Files

Three photo formats are supported, namely "JPEGs", "GIFs" and "Bitmaps". All photos must have the file extension '.jpg', '.jpeg', '.gif' or '.bmp'. Though the Topyy file names are usually case-sensitive, '.JPG', '.jPg' etc are also acceptable. JPEG images using "Progressive" encoding are not fully supported, and should be avoided. The term "photo" is used here to cover any of these file formats, though it could be some other form of image such as a diagram or computer generated art.

Before transferring your photos to your Topyy, you need to decide on a folder structure. The relevant limits on size & numbers are given in section 22. If you do not wish to access the files from any other TAP, we suggest you use the Topfield Windows application "Altair" to establish a fourth top level folder called 'Photos' or similar. Other TAPs may not recognise this, so if you wish to share photos between TAPs a new subfolder within 'ProgramFiles' should be set up.

The structure below 'Photos' (or whatever name you have chosen) will affect the way you can easily display **Slideshows**, in that a simple **Slideshow** consists of one folder or one folder and all its subfolders. The names will affect the order in which sequential slideshows display the photos. Remember that the Toppo file & folder names are case-sensitive, so 'Photos' & 'photos' are different and can co-exist, but it would probably be wise not to take advantage of this. Appendix 2 gives more detailed guidance for beginners.

Having chosen your structure, you can set it up with Altair, and then copy the photo files from the PC. Alternatively, you can set up part of or all the folder structure on the PC and copy en-bloc.

The **File List** starts off by listing photos and folders in the "Default photo startup folder". This folder can be changed to be 'ProgramFiles' (or any sub-folder), or 'Photos' (or any sub-folder). The top level 'Photos' folder will have to be manually created, and it is recommended you do this and store your photos under there.

Note that the native **Toppo Archive** will not see any files or folders outside 'MP3', 'ProgramFiles', or 'Data Files'. It will also not show any of the photo files, but it will show their folders if below one of the three folders listed above.

## 6.2 File List

The **Photo Manager** component can be initially accessed by pressing the *Recall* key. After this, Option 1 allows you to define a different key to access it. The columns contain the following information:

- File name
- For folders, the number of photos in the folder (dependent on Option 75)
- For photos, if caching completed, the photo resolution will be displayed in pixels
- If a file is in the playlist, a playlist icon will be displayed against the file

The footer contains the following information:

- The right hand area displays the principal key presses
- If a photo has been selected, the left hand area shows the thumbnail of the currently selected photo, if available. In the absence of an available thumbnail, the key EXIF parameters (see Appendix 4) of the selected photo are shown.
- If a photo folder has been selected, and Option 74 is set to "On", the first four available thumbnails in that folder will be shown in the left hand area †

† The use of this facility does slow the display process, so you may wish to turn it off if you find the delay irritating.

## 6.3 Photo Viewer

If you select a photo and press *OK*, then this photo is displayed in the **Photo Viewer** screen. This shows:

- The photo image surrounded by a frame.
- The photo file name.
- The functions of the keys most frequently used when in this view.

The positions of the images on the **Photo Viewer** screen can be adjusted using separate X & Y offsets using Options 88 and 89. The ideal values will depend on your television.

To return to the **File List** from the **Photo Viewer** screen, press *Exit*.

## 6.4 Full Screen View

An alternative presentation is available instead of the **Photo Viewer**, called **Full Screen View**. The facilities & controls are the same, except that:

- The picture occupies almost the full screen either vertically or horizontally, depending on the photo aspect ratio.
- No information about the photo is displayed, nor are the boxes round the image.

Pressing *Recall* toggles between the two views. The default view can be changed using Option 16.

## 6.5 Slideshows

The basic **Slideshows** are started by pressing *Play* in the **Thumbnail** or **File List** screens. If *Play* is pressed when a folder is highlighted, then all photos within that folder are shown (including subfolders if selected), but if a photo is highlighted then all photos in the current folder are shown (not including subfolders). The **Photo Viewer** screen then cycles round all the photos in the current folder irrespective of the file currently selected until *Exit* is pressed. The **Options Menu** allows three parameters to be controlled as follows:

- “Delay Between Photos” (Option 11, default 5 seconds).
- “Photo Play Mode” allows selection of sequential or random order (Option 9, default sequential).
- “Include Subfolders” allows inclusion, or otherwise, of photos in subfolders of the current folder (Option 59, default inclusion).

In the sequential mode, the order is alpha-numeric folders and then alphanumeric filenames – see Appendix 2 for more details. There is a limit of 4096 photos for all **Slideshows** – if more have been selected the remainder will be ignored.

Pressing *OK* when in a **Slideshow** takes you back to the photo folder you came from or the default slideshow folder if the **Slideshow** was started from **Radio** or **MP3 Modes** discussed below. *Exit* always takes you back to where you came when you started the slideshow (apart from Radio mode which has no origin so takes you to the default slideshow folder).

A more sophisticated **Slideshow** is available via the playlist feature described in section 9.

## 6.6 Widescreen TVs

An uncorrected Topy display occupies the whole screen width, irrespective of the TV aspect ratio, and therefore a correction factor is needed when using a TV in widescreen mode to avoid stretching the photo images. One can either:

- Switch the TV to 4:3 mode, and thus avoid the special correction factor.

or:

- Ensure the TV is in 16:9 mode, and apply a special correction factor to the images in **Media Manager**.

The former may give marginally better images on an analogue CRT TV at the expense of smaller menus etc, but it suggested that you see which suits you and your TV best.

Normally the Topy will signal the aspect ratio of the current program to the TV, and a change could occur during your use of **Media Manager** (most likely on commercial channels, where

advertises may use a different aspect ratio from the programmes). You can use Option 15 to automatically switch to the desired aspect ratio whenever you view a photo. It will switch back to the default Topsy setting when you have finished viewing.

The correction factor for widescreen modes forms Option 12. It should be set to 0 for 4:3 TVs and 33% for 16:9 TVs. Changes to this setting do not require photos to be re-cached. The correction factor can also be used to offset some types of distortion on your TV, but remember that any non-zero corrections will degrade the image so you may prefer to put up with the distortion.

#### 6.7 Anti-Flicker Filter

Option 13 gives a dramatic improvement in the display of 'flickering'. This may be especially useful for users with 50Hz televisions.

#### 6.8 Fade Effect

Option 14, 'Fade between images', applies a fade effect which gives a smooth transition between images in the slideshow.

#### 6.9 EXIF Data

Pressing *Info* in the **Thumbnail** or **File List** views displays the whole of any "EXIF" data associated with the currently selected photo – see Appendix 4.

## 7 Music Manager

### 7.1 MP3 Files

These must be installed in the Topy's 'MP3' folder, or a subfolder thereof. Any MP3 files elsewhere will not be recognised by **Media Manager**. Equivalent thought processes should be given to the MP3 folder structure as is given to 'Photos'. All files must have extension '.mp3', or '.MP3', etc.

### 7.2 File List

The columns contain the following information:

- File name
- For folders, the number of MP3s in the folder (dependent on Option 75)
- For an MP3, if MP3 info has been preloaded, the track duration will be shown
- If a file is in the playlist (section 9), a playlist icon will be displayed against the file

The footer contains the following information:

- The right hand area displays the principal key presses
- The left hand area displays the ID3 info for a selected MP3, or the thumbnail for a folder or an MP3 if it exists

Option 20 allows you to sort the contents of an MP3 folder by track number. This will only be possible if you preload ID3 info and all tracks in the folder have a unique track number.

### 7.3 ID3 Info

ID3v1.1 and ID3v2.3 tags are both supported and this information is shown on various screens. Press *Info* when an MP3 is highlighted to display full details of the track.

### 7.4 Preloading MP3 Data

Option 23 allows you to preload MP3 data. This gives a significant performance improvement when navigating the **File List** or searching MP3s, at the expense of using more memory. The data can be preloaded on startup of **Media Manager**, or 'Lazily' as and when it is needed. Preloading the ID3 info enables searches against 'Genre', 'Year' and so on. If you put new albums onto the Topy, or change existing ones, you can use Option 97 to reload the MP3 data.

The choices for this option are:

<b>Off</b>	MP3 data never cached
<b>File name</b>	all MP3 file names cached on startup
<b>File name + ID3 info</b>	all MP3 file names and ID3 info cached on startup
<b>File name (Lazy)</b>	MP3 file names cached when required
<b>File name + ID3 info (Lazy)</b>	MP3 file names and ID3 info cached when required

## 7.5 Playing MP3s

MP3's are selected using either the **File List** or **Thumbnail** views. The navigation, play, and selection rules are the same as those for photo viewing. You can browse to the MP3 folder(s) and play individual songs using *OK*, or all songs in a folder (sequentially or randomly according to Option 10) using *Play*. Additionally, pressing *Red* skips to the previous track, and pressing *Blue* skips to the next track

Even if an individual track is being played (by pressing *OK*), you can still skip to the next track. Once the skip has been done, then it carries on playing as if *Play* was pressed. If no skip was done, then at the end of the MP3 playback stops.

Once the selection of MP3s has finished playing, Option 19 allows you to specify whether you want to 'Repeat' the selection, 'Stop playing', or 'Play the next folder'.

Sometimes sound from the TV channel can leak in between tracks, so Option 22 lets you specify a "Silent" channel to change to before MP3 playback starts.

## 7.6 Searching

If you press *Slow* when in the **Music Manager**, or the **Playlist** screen, then you are presented with a keyboard in which you can enter a search term. When this is saved it searches all the MP3s for a match. If you have preloaded the MP3 data, this search will be quick, and if you have preloaded the ID3 info, you will be able to search against 'Album name', 'Genre', 'Year' and so on. The MP3s which match the search get added to the **Playlist** screen, where you are taken automatically once the search is complete.

As a quick means of searching a particular folder, you can turn on Option 21. Then you can use the numeric keys to search the **File List**. This works the same as SMS, e.g. the key 2 represents 'A', 'B' and 'C'. Keep pressing the number to cycle round these letters. Once a letter is chosen it then jumps to the first item which starts with this letter. I find this useful for finding a particular artist within the 'MP3' folder, as it is a long list to page through.

## 7.7 Associated Slideshows

Option 8 allows you to get a **Slideshow** to start automatically when an MP3 starts, using the same default folder and playing rules as for **Radio Mode** (see section 10). As with **Radio Mode**, there is a choice of the simple slideshow, one of 5 screensavers, and additionally one of the special **MP3 Modes** described in section 7.8.

Alternatively, having started an MP3 you can just browse to any photo folder and view a photo or start a **Slideshow** manually. When listening to an MP3 and with a photo in the **Photo Viewer** screen, pressing *OK* returns you to the current MP3 folder. Pressing *Exit* returns you to the current photo folder.

While playing an MP3 and viewing photos, the **Photo Viewer** includes a display of the song title & artist (if available from ID3 tag data), and track progress.

The *Red* & *Blue* skip functions continue to work during MP3 slideshows.

## 7.8 Additional MP3 Modes

Option 8 also has the following modes available:

### **Album Art**

Any art contained within the MP3 folder currently being played (or embedded within the ID3 tag if no folder art exists) is displayed together with any ID3 tag information. This art may have been manually associated, see section 7.9.

### **Bare Bones**

This presents ID3 tag information for the track in a simple, stylish manner. Help can be toggled on and off at any time by pressing *Text*.

### **Bare Bones + Album Art**

This presents ID3 tag information for the track in a simple, stylish manner, with the album art displayed next to it. Press *Ch+* or *Ch-* to get a TV channel to replace the album art (see below).

### **Bare Bones + TV**

This presents ID3 tag information for the track in a simple, stylish manner, with a small window next to it showing the current TV channel. To change channel press *Ch+* or *Ch-*. If you go below the first channel or above the last channel, then the album art is displayed instead. Press the channel change button again to loop round the TV channels again.

### **Blank Screen**

This simply presents a blank screen as if your TV was turned off.

These modes have additional functionality to make them more fully featured MP3 players. The extra keys are:

<i>Play</i> :	Restart current track.
<i>Pause</i> :	Toggle between 'Random' and 'Sequential' play mode.
<<	Skip to previous folder (artist).
>>	Skip to next folder (artist).
<	Previous track.
>	Next track.

The skip folder buttons work best if you have your folder structure organised as 'MP3\{artist}\{album}'.

Note that if you exit the **MP3 Mode**, it can be accessed again by pressing *TV/Sat* while you are in the **File List** or **Thumbnail View** screen.

## 7.9 Manual Association of Photos & MP3s

You can associate any photo with an album or a song. When an MP3 is playing, navigate to the photo folder, select a photo, and press:

- Numeric key 1 to associate the selected photo with the currently playing album.
- Numeric key 2 to associate the highlighted photo with the currently playing song.

To delete the association, highlight the MP3 or album folder and press remote button 3.

When in **Album Art** mode or **Bare Bones + Art**, the relevant photo will be displayed. Album associations override any album art already in the MP3 folder, and a song association overrides any album association. So you could potentially associate all the songs in an album with a different photo.

As an extension to this, you can also select a folder of photos while an MP3 is playing and can choose to associate this with the song or the album via the **Extra Options**. Then, if you have your **MP3 Mode** set to 'Slideshow', when listening to the song or album, the slideshow is composed of images from the selected folder, rather than the 'Default slideshow folder'.

## 7.10 Album Art Discovery

Various screens in **Music Manager** can display album art. It checks for art in the following way. The order is important as some art overrides other art:

- Look for a manual Song Association image
- Look for a manual Album Association image
- Look for a file called "folder.jpg" in the folder
- Look for the first file in the format "\*.jpg" in the folder
- Look for art embedded in the ID3 tag of the track
- Look for a file called "DefaultArt.jpg" in 'ProgramFiles'

## 8 File Manager

### 8.1 Overview

Any files which are not specifically video, music or photo files are handled by the general **File Manager**. Typically, these are the files which live under 'ProgramFiles'. Option 4 allows you to assign a specific key to activate the **File Manager**. The default startup folder is always 'ProgramFiles'. It is recommended, if you also use the **Photo Manager**, to create a new top level folder called 'Photos' and set this to be the "Default photo startup folder". This then keeps the **File Manager** and the **Photo Manager** components separate. Files which appear by default in the **File Manager** are: any folders, ".mcf", ".tap" and "MediaManager.log" files.

### 8.2 Text File Viewer

**File Manager** allows you to view any text file by navigating to it and pressing *OK*. To see all the viewable text files you should first 'Show all files' (see section 14). Press *Exit* to return to the **File List**. The list of viewable file types is listed below:

*.log	Data output from TAPs, useful for troubleshooting
*.ini	TAP Configuration files
*.cfg	TAP Configuration files (alternative extension)
*.mcf	Skin files in the MyStuff format
*.skn	Skin files in the iGuide format
*.mcl	MyStuff favourites file
*.mei	MyStuff Extended Info EPG data
*.tgd	EPG data used by EPG_Uploader
*.txt	Plain text file
*.html, *.htm	HTML webpage source
*.xml	Data in XML format
*.c, *.h	C source code files

### 8.3 Skin Editor

Skin files are kept in either the 'ProgramFiles\Settings\Skins' or 'ProgramFiles' folder. They have the extension ".mcf" and have their own special editor which can be accessed by pressing *OK* when a skin file is highlighted. See section 15 for more details.

### 8.4 Starting TAPs

TAPs can be started from the **File Manager**. Simply highlight the required TAP and press *OK*.

## 9 Playlists

You can maintain up to 512 playlists for photos and 512 for MP3s. Adding items to the current playlist is done from the **File List**. Press *Record* after selecting an MP3 or photo to add it to the relevant list. Press *Record* on a folder to add all items in that folder to the list. If you have "Include Subfolders" turned on (Option 59), then all items within any subfolders will also be added. A maximum of 512 items can be added to each playlist. In the **File List** a playlist icon appears next to the item. The playlists are stored on the Toppo's hard disk, so are not forgotten when you go to Standby.

To bring up the **Playlist** screen, press *Guide* when in the **File List** or **Thumbnail View** screens. If you were in an MP3 folder, the current MP3 playlist is displayed, and if you were in a photo folder, the current photo playlist is displayed. Once the **Playlist** screen is displayed, use the < and > keys to switch between the current MP3 and photo playlists. The **Playlist** screen lists all the files in the currently selected playlist, in the order in which they will be played if Option 10 is selected. On first entry to the **Playlist** screen, the last accessed playlist is loaded.

If you press *TV/Radio* or *List*, then you are presented with a popup screen showing all the previously saved playlists. From this popup you can press *White* to delete a playlist, or *OK* to load a playlist. To save the current playlist contents to a named file, press *Record*.

Press *Play* to resume an MP3 playlist from where you stopped listening to it. This only applies to the currently selected playlist. If you change playlists it deletes the resume point. Also, if you delete items from the playlist, or reorder items, it deletes the resume point.

Once a photo playlist is being played, the display & controls are just as a normal **Slideshow**.

## 10 Radio Mode

### 10.1 Basic Operation

Option 7 can be used to display a variety of things while listening to the radio, or a radio recording. The different options are described below.

### 10.2 Slideshow

A **Slideshow** will be started whenever the Radio is selected for normal Toppo operation. This does not require separate activation, and overrides any MHEG data that would normally be displayed with the radio programme. The **Slideshow** is controlled by the choice of "Default Slideshow Folder" (Option 5), together with the standard **Slideshow** controls of "Time Between Photos" (Option 11), "Include Subfolders" (Option 59), and "Photo Play Mode" (Option 9) as described in section 6. One of the "Default Slideshow Folder" options is to use the playlist, which appears as a pseudo folder as you scroll through the available folders. To revert to normal Toppo operation while listening to radio programmes, set item 1 to "Off".

Note that the current radio channel appears at the top of the **Photo Viewer** screen. The *Ch+* & *Ch-* keys can be used to change radio channel without interrupting the slideshow, providing you are using the "Remote Extender" TAP.

Reversion to TV, and thus closing of this mode, can be achieved by pressing *TV/Radio* when in **Photo Viewer** or **Full Screen Views**.

### 10.3 Screensaver Modes

There are 5 possible “Screensaver” modes. These display the same images in the same order as a normal **Slideshow**, but with the following special effects:

- Screensaver 1 (Thumbnails): The thumbnail images are randomly placed in one of sixteen positions, so it takes some time to fill all image positions and the duration before any image is overwritten is random.
- Screensaver 2 (Slow Reveal): The images are slowly revealed (alternately from top to bottom and bottom to top) on the screen.
- Screensaver 3 (Enlarger): Alternate images either start small & are stepped up in size, or start large and are stepped down in size.
- Screensaver 4 (Inside Out): Alternate images are either gradually uncovered from the centre outwards or the outside inwards.
- Screensaver 5 (Jigsaw): The image is divided into 16 rectangles which are uncovered in a random order.

These automatically select **Full Screen View**. Pressing *Recall* cycles through these 5 effects. Try them out to see which one you like! Note that in case 2 & 4, keypresses will not be actioned until the photo is fully revealed.

### 10.4 Bare Bones

This displays a stylish summary of what you are currently listening to. Press *Guide* when in 'Bare bones' mode to bring up the EPG. Press *TV/Sat* or *0* when listening to radio to redisplay 'Bare bones'.

### 10.5 Bare Bones + TV

This displays a stylish summary of what you are currently listening to, with a small window next to it showing the current TV channel. To change channel press *Ch+* or *Ch-*.

### 10.6 Blank screen

Option 7 can also be set to “Blank screen”. This does what is says on the tin.

## 11 **Video Stop Menu**

Setting Option 52 to “On (Delete)” or “On (Stop)” causes a menu to pop up whenever stop is pressed when watching a video (the word in brackets denotes the default option highlighted). This can be configured to only appear after x% has been watched by changing Option 53. Setting this option to 0 % will mean that it always appears when stop is pressed. The menu options are as follows:

<b>Delete video</b>	(default, shortcut key <i>White</i> )
<b>Stop video</b>	(shortcut key <i>Stop</i> )
<b>Resume video</b>	(shortcut key <i>Play</i> )
<b>Trim video to start</b>	(shortcut key <i>Rewind</i> )
<b>Trim video to end</b>	(shortcut key <i>Forward</i> )
<b>Split video</b>	(shortcut key <i>Pause</i> )

This gives convenient one click access to some useful deletion and editing functions. You can also set Option 52 to “Smart”, then the **Stop Menu** will always appear, but if less than x% has been watched (as set by Option 53), then “Stop” will be the default, otherwise “Delete” is the default as per normal.

## 12 Recycle Bin

Option 55 allows you to save any deleted files/folders into the **Recycle bin**. This effectively only renames the files, rather than deleting them. Files can then be restored, or the bin emptied. If you press *Opts* when in the **File List**, you will be presented with the **Recycle bin** option which takes you to the **Recycle bin** screen (or simply press '6' when in the **File List**) From here you can manage your deleted files. You can either restore a file, permanently delete a file, or permanently delete all files.

Option 56 allows you to specify a limit for how full the hard disk gets. When this limit is reached it will start to empty items from the Recycle bin. For example, when set to 80% and the hard disk is 85% full, the oldest items in the recycle bin will be deleted until the hard disk is only 80% full again

Option 57 offers a different way to clear items out of the Recycle bin. Items which were added to the bin more than x days ago are cleared out of the bin. This can be run side by side with the algorithm described above.

This options run as part of the overnight video batch job, or can be manually activated from the **Recycle bin** screen.

Option 58 allows you to optionally order your Recycle bin files by the date of deletion rather than the date of creation. This also means that when automatically emptying items from the bin, the items are removed in the order in which they were deleted, rather than the order in which they were created.

## 13 File Management

Pressing *Opts* in any of the **Managers** allows the file structure to be modified using the following (self-explanatory) facilities:

- File/folder rename
- File/folder move
- Create new folder.
- File/folder delete

In the **Video Manager** these functions can also be exercised via the coloured keys as with the native Toppo Archive, namely:

- *Yellow* : Move
- *Green*: Create new folder
- *Red*: Rename
- *White*: Delete

but some of these keys are used for other purposes in **Photo Manager & Music Manager** – see section 21 & the help screens for details.

When moving files there is a possibility of names clashing with an existing file in the new folder. Option 60 provides a number of options for automatically renaming files in such circumstances, namely:

- No automatic rename. If names then clash, the move does not take place.
- By adding a serial number to the new file name.
- By adding a date to the new file name.
- By adding a date & time to the new file name.

The date & time formats used are dd-mm-yyyy / dd-mm-yyyy hhmm.

Folders can be moved as well as files, and all subfolders will be moved with them. To be on the safe side, if any part of the folder move fails, then the original folder will not be deleted.

When deleting files, confirmation is requested in a similar manner to the native Topsy facility, except that the name of the file to be deleted is shown.

Note that files cannot be moved into the root folder.

## 14 Show All Files

Option 69 allows you to specify a key which toggles between showing *all* files and the standard filtered file display. You can then use the **Text Viewer** to view the contents of any text based files such as configuration or log files by pressing *OK* when they are highlighted (press *Recall* to toggle between medium and small font sizes). Other examples of its use are to browse the MP3 folders to inspect your album art, or just have a good nose around and do some tidying up. All the usual file management options apply to these files, such as move, rename, delete or recycle.

## 15 Skinning

This utilises the 'mcf' format pioneered by the MyStuff TAP. Option 93 allows you to easily change your skin. You can download skins from BobD's website:

<http://www.bobdsmystuff.co.uk/>

Simply copy the mcf files to the 'ProgramFiles\Settings\Skins' directory ('ProgramFiles' is also supported). There are several skin elements which are specific to Media Manager (but still compatible with MyStuff), namely:

<b>InfoHeaderForeground</b>	the dark green colour used as header in e.g. video info screen
<b>InfoDetailForeground</b>	the light green colour used as detail in e.g. video info screen
<b>HelpForeground</b>	the yellow colour used in the <b>File List</b> footer for help text
<b>ColumnDetailForeground</b>	the blue colour used in the right hand <b>File List</b> columns
<b>VideoBackground</b>	the colour of a current video in the <b>Video Manager</b>
<b>PlayingBackground</b>	the light colour of a current playback in the <b>Video Manager</b>
<b>DiskSpaceLow</b>	the colour representing low disk space in the lozenge
<b>DiskSpaceMedium</b>	the colour representing medium disk space in the lozenge
<b>DiskSpaceHigh</b>	the colour representing high disk space in the lozenge
<b>VideoForeground</b>	the text colour of a current video in the <b>Video Manager</b>
<b>PlayingForeground</b>	the text colour of a current playback in the <b>Video Manager</b>
<b>ChasePlayingBackground</b>	the colour of a chase playback in the <b>Video Manager</b>
<b>ChasePlayingForeground</b>	the text colour of a chase playback in the <b>Video Manager</b>
<b>ProgressBarBackground</b>	the background colour of the progress bar
<b>VideoProgressBar</b>	the colour of the video progress bar
<b>PlayingProgressBar</b>	the colour of the playback progress bar
<b>ChasePlayingProgressBar</b>	the colour of the chase playback progress bar
<b>ImageBorder</b>	the border colour of thumbnails and progress bars
<b>RecycledSpace</b>	the colour representing recycled files disk space in the lozenge
<b>BareBonesBorder</b>	the border colour used in <b>Bare Bones</b> mode
<b>BareBonesTitleForeground</b>	the title text colour used in <b>Bare Bones</b> mode
<b>BareBonesTextForeground</b>	the normal text colour used in <b>Bare Bones</b> mode

If you do not wish to set these new elements, you can leave your **mcf** file as it is and they will default to their current colours.

### 15.1 Gradient colour scheme

Option 84 allows you to define whether you want gradient colouring to be applied to any screen which presents items in a list. This can give an effect which is *much* more pleasing to the eye than a solid block of colour. Setting this to 0 will have no effect, and increasing it will result in a gradually more noticeable gradient.

### 15.2 Two tone colour scheme

Option 85, 'Two tone colour position', allows you to apply a two tone effect to the colours in the File list. This results in a subtle shadow being applied to each line. Increasing the value above zero moves the shadow position horizontally, so you can place it where you wish. This option is incompatible with the Gradient colour scheme, and the two cannot be used together.

### 15.3 Skin Editor

Browse to the 'ProgramFiles\Settings\Skins' folder, find the skin file you wish to edit, and press **OK**. This brings up the **Skin Editor** with the chosen skin applied. From here you can change the colour value of any element, add a new element, or delete an existing element. When you have made a change, you can test it in the **Skin Editor** screen, and if you are happy with it, you can save it. The **Skin Editor** keys work as follows:

<i>White</i>	Delete skin element
<i>Red</i>	Add skin element
<i>Blue</i>	Set skin as default for Media Manager
<i>Yellow</i>	Decrease highlighted colour by 1
<i>Green</i>	Increase highlighted colour by 1
<i>Ok</i>	Test change in <b>Skin Editor</b> screen
<i>Record</i>	Save skin to disk
<i>TV/Radio or List</i>	List all skins in order to load another
<i>Text</i>	List of key presses & their effect.
<i>1/4</i>	Increase/Decrease Red colour by 15
<i>2/5</i>	Increase/Decrease Green colour by 15
<i>3/6</i>	Increase/Decrease Blue colour by 15

The **Skin Editor** provides a good way to tweak colour schemes without having to resort to using a PC. It should complement SimonC's SkinBuilder application very well.

## 16 Keyboard

Certain actions in **Media Manager** result in the keyboard being displayed. By default it will 'Auto capitalise' words for you, but you can change this by cycling around the various keyboard modes: [Abc] -> [ABC] -> [abc] -> [123] -> [Abc]. Characters are added by navigating around the keyboard and pressing *OK* on the required letter, which is then inserted at the point the cursor is at. It is possible to clear the existing text or letter, or change the cursor position. See section 21 for the full controls.

## 17 Extra Options Popup

When you are in the **File List** in any component, pressing *Opts* will show a popup screen which allows you to execute some common as well as some component specific functions. These functions are also accessible by using the number keys as defined in section 21.

## 18 Help Screens

Press *Text* when in any Media Manager **File List** screen and you will be presented with a popup which describes the key functions relevant to the current screen.

## 19 Logging

If you turn logging on, then a file called "MediaManager.log" will be written to during the use of this TAP. This may prove useful if e.g. the overnight caching is failing, since it should inform you which photo is troublesome. The log is written to the 'ProgramFiles' folder. With the **File List** or **Thumbnail View** screens, it can be viewed by browsing to it and pressing *OK*. To view the log, logging must be turned off. Two logging levels can be chosen. If "Verbose" logging is turned on, then beware that this may slow down normal operation.

## 20 Performance Optimisation

If you are a person who feels the need for speed, then here are some tips to make **Media Manager** go like grease lightning:

- Turn on Option 82 to stop file details displaying in the footer
- Turn on Option 81 to stop thumbnails displaying in the footer
- Turn off Option 74 to stop a preview of the folder contents displaying in the footer
- Turn on Option 75 to hide the count of the number of files in each subfolder
- Turn off Option 76 to prevent empty folders from being hidden
- Turn on Option 38 to preload video headers †
- Turn on Option 23 to preload MP3 info †

† Both these options give a performance boost at the expense of using more memory

## 21 Controls Summary

### 21.1 General

The following sections summarise the effect of the different controls according to the screen currently displayed.

### 21.2 Video Manager

<i>Play:</i>	Play video, from the start.
<i>OK:</i>	If folder selected, change folder If video selected, resume video from the last watched point
<i>Stop:</i>	Stop video
<i>&lt;&lt;, &gt;&gt;:</i>	Page Up/down
<i>Info:</i>	Display details of video
<i>Guide:</i>	Browse <b>Scenes</b> , if available.
<i>Recall:</i>	Toggle between list of files and Thumbnail view.
<i>TV/Sat:</i>	Display the <b>Auto Delete List</b> .
<i>TV/Radio:</i>	Mark highlighted video.
<i>Slow motion:</i>	Create/Update an Auto delete rule set for the selected video.
<i>Record:</i>	Save marked videos or start copying/decoding highlighted video.
<i>Opts:</i>	Show extra options popup.
<i>Menu:</i>	Display the <b>Options Menu</b> screen.
<i>Text:</i>	List of key presses & their effect.
<i>Exit:</i>	Return to TV.
<i>1:</i>	Create video thumbnail for currently selected video
<i>2:</i>	Create <b>Scenes</b> for currently selected video
<i>3:</i>	Delete Thumbnails & <b>Scenes</b> for the currently selected video
<i>4:</i>	Delete Thumbnails & <b>Scenes</b> for all videos in the current folder.
<i>6:</i>	Recycle bin.
<i>7:</i>	Rename file/folder.
<i>8:</i>	Create new folder.
<i>9:</i>	Move file.
<i>0:</i>	Sort by name/date/size.
<i>Pause:</i>	Sort by name/date/size.
<i>White:</i>	Delete currently selected folder or video.
<i>Red:</i>	Rename file/folder.
<i>Green:</i>	Create new folder.
<i>Yellow:</i>	Move currently selected video
<i>Blue:</i>	Brings up extra functions menu.

### 21.3 Photo Manager

<i>Play:</i>	Start a <b>Slideshow</b> of all photos in this folder.
<i>OK:</i>	Navigate to the highlighted folder, display the highlighted photo, or view log file.
<i>Stop:</i>	Stop any MP3 being played.
<i>Up/Down:</i>	Move selection by one.
<i>Left/Right:</i>	<b>Thumbnail View:</b> Move selection by one.
<i>Left:</i>	<b>File List View:</b> Returns you to the parent folder irrespective of where the highlight is.
<i>Right:</i>	<b>File List View:</b> changes folder in the same way that pressing 'Ok' does (i.e. only when the folder is highlighted).
<i>&lt;&lt;/&gt;&gt;:</i>	Move selection by one page Up/Down.
<i>Info:</i>	Display EXIF data on the currently highlighted photo.
<i>Menu:</i>	Display the <b>Options Menu</b> screen.
<i>Guide:</i>	Bring up <b>Playlist</b> screen.
<i>Recall:</i>	Toggle between the two different views.
<i>Record:</i>	Add current file or folder to the photo playlist.
<i>Opts:</i>	Show extra options popup.
<i>Text:</i>	List of key presses & their effect.
<i>Exit:</i>	Return to TV.
<i>1:</i>	Associate current photo with album.
<i>2:</i>	Associate current photo with tune.
<i>3:</i>	Delete cache associated with the currently selected photo.
<i>4:</i>	Delete all caches associated with current folder.
<i>6:</i>	Recycle bin.
<i>7:</i>	Rename file/folder.
<i>8:</i>	Create new folder.
<i>9:</i>	Move file.
<i>0:</i>	Sort by name/date.
<i>Pause:</i>	Sort by name/date.
<i>White:</i>	Delete currently selected file or folder.
<i>Red:</i>	Go to previous MP3 tune.
<i>Green:</i>	New folder.
<i>Yellow:</i>	Move currently selected file or folder.
<i>Blue:</i>	Move to next MP3 tune.

### 21.4 Music Manager

<i>Play:</i>	Play all MP3s in this folder.
<i>OK:</i>	Navigate to the highlighted folder, or play the highlighted MP3.
<i>Stop:</i>	Stop any MP3 being played.
<i>Up/Down:</i>	Move selection by one.
<i>Left/Right:</i>	<b>Thumbnail View:</b> Move selection by one.
<i>Left:</i>	<b>File List View:</b> Returns you to the parent folder irrespective of where the highlight is.
<i>Right:</i>	<b>File List View:</b> changes folder in the same way that pressing <i>OK</i> does (i.e. only when the folder is highlighted).
<i>&lt;&lt;/&gt;&gt;:</i>	Move selection by one page Up/Down.
<i>Info:</i>	Display detailed ID3 info for the selected MP3.
<i>Menu:</i>	Display the <b>Options Menu</b> screen.
<i>Guide:</i>	Bring up <b>Playlist</b> screen.
<i>Recall:</i>	Toggle between the two different views.
<i>Record:</i>	Add current file or folder to the MP3 playlist.
<i>Opts:</i>	Show extra options popup.
<i>Text:</i>	List of key presses & their effect.
<i>Exit:</i>	Return to TV.

1:	Delete any manual art association for MP3 or folder.
2:	Search by letter if so configured.
3:	Search by letter if so configured.
4:	Search by letter if so configured.
6:	Recycle bin or Search by letter if so configured.
7:	Rename file/folder or Search by letter if so configured.
8:	Create new folder or Search by letter if so configured.
9:	Move file or Search by letter if so configured.
0:	Sort by name/date.
<i>Pause:</i>	Sort by name/date.
<i>White:</i>	Delete currently selected file or folder.
<i>Red:</i>	Go to previous MP3 tune.
<i>Green:</i>	New folder.
<i>Yellow:</i>	Move currently selected file or folder.
<i>Blue:</i>	Move to next MP3 tune.

## 21.5 File Manager

<i>OK:</i>	Start TAP, view text file or edit skin.
<i>Up/Down:</i>	Move selection by one.
<i>Left/Right:</i>	<b>Thumbnail View:</b> Move selection by one.
<i>Left:</i>	<b>File List View:</b> Returns you to the parent folder irrespective of where the highlight is.
<i>Right:</i>	<b>File List View:</b> changes folder in the same way that pressing 'Ok' does (i.e. only when the folder is highlighted).
<i>&lt;&lt;/&gt;&gt;:</i>	Move selection by one page Up/Down.
<i>Menu:</i>	Display the <b>Options Menu</b> screen.
<i>Recall:</i>	Toggle between the two different views.
<i>Opts:</i>	Show extra options popup.
<i>Text:</i>	List of key presses & their effect.
<i>Exit:</i>	Return to TV.
6:	Recycle bin.
7:	Rename file/folder.
8:	Create new folder.
9:	Move file.
0:	Sort by name/date.
<i>Pause:</i>	Sort by name/date.
<i>White:</i>	Delete currently selected file or folder.
<i>Red:</i>	Go to previous MP3 tune.
<i>Green:</i>	New folder.
<i>Yellow:</i>	Move currently selected file or folder.
<i>Blue:</i>	Move to next MP3 tune.

## 21.6 Photo Viewer & Full Screen View

<i>OK:</i>	While listening to MP3, returns you to wherever you came from. It will also highlight the currently viewed photo, or currently playing MP3 if it happens to be in the folder you came from.
<i>Pause:</i>	When in a <b>Slideshow</b> , pause on the currently displayed photo.
<i>Recall:</i>	Normal Operation: Toggles between <b>Photo Viewer &amp; Full Screen View</b> . Radio/MP3 Screensaver & Album Modes: Toggles between modes.
<i>Play:</i>	Resume the <b>Slideshow</b> if it is paused.
<i>Left/Right:</i>	Show previous/next photo.
<i>Rew/FF:</i>	Rotate the currently displayed photo.
<i>Red/Blue:</i>	While listening to an MP3, skips back/forward one track
<i>Exit:</i>	Return to the <b>File List</b> .

## 21.7 Playlist

<i>Play:</i>	Resume playlist.
<i>Ok:</i>	Play just the currently selected MP3 or photo.
<i>Left/Right:</i>	Toggle between photo and MP3 playlists.
<i>Menu:</i>	Display the <b>Options Menu</b> screen.
<i>Text:</i>	List of key presses & their effect.
<i>Exit or Guide:</i>	Return to <b>File List</b> .
<i>White:</i>	Delete item from playlist.
<i>Green:</i>	Clear entire playlist.

## 21.8 Recycle Bin

<i>Pause:</i>	Sort by name/date, ascending or descending.
<i>&lt;&lt;, &gt;&gt;:</i>	Page Up/down
<i>Menu:</i>	Display the <b>Options Menu</b> screen.
<i>Text:</i>	List of key presses & their effect.
<i>Exit:</i>	Return to <b>File List</b> .
<i>White:</i>	Delete currently selected folder or file.
<i>Yellow:</i>	Restore currently selected video
<i>Green:</i>	Empty bin.

## 21.9 Auto Delete List

<i>Play:</i>	Run each of the rule sets to perform the deletes.
<i>Recall:</i>	Run the selected rule set to perform the deletes.
<i>&lt;&lt;, &gt;&gt;:</i>	Page Up/down
<i>Menu:</i>	Display the <b>Options Menu</b> screen.
<i>Text:</i>	List of key presses & their effect.
<i>Exit:</i>	Return to <b>File List</b> .
<i>Red:</i>	Add rule set.
<i>White:</i>	Delete currently selected rule set.
<i>Green:</i>	Delete all rule sets.

## 21.10 Skin Editor

<i>White:</i>	Delete skin element.
<i>Red:</i>	Add skin element.
<i>Blue:</i>	Set skin as default for Media Manager.
<i>Yellow:</i>	Decrease highlighted colour by 1.
<i>Green:</i>	Increase highlighted colour by 1.
<i>OK:</i>	Test change in <b>Skin Editor</b> screen.
<i>Record:</i>	Save skin to disk.
<i>TV/Radio:</i>	List all skins in order to load another.
<i>Text:</i>	List of key presses & their effect.
<i>Exit:</i>	Return to <b>File List</b> .
<i>1/4:</i>	Increase/Decrease Red colour by 15.
<i>2/5:</i>	Increase/Decrease Green colour by 15.
<i>3/6:</i>	Increase/Decrease Blue colour by 15.

## 21.11 Keyboard

<, >:	Navigate left and right.
<, >:	Navigate up and down.
<<:	Delete character.
>>:	Add space character.
OK:	Add selected character.
Record:	Save name and return to TV.
White:	Clear all characters.
Pause:	Change mode.
Red:	Move cursor back.
Blue:	Move cursor forwards.
Exit:	Return to <b>File List</b> .

## 22 Limits

- 2048 files are supported per folder. Any excess will be ignored.
- 256 is the maximum folder path length.
- 64 **Scenes** can be generated per video.
- 512 photo and MP3 playlists can be stored.
- 4096 photos can be played in one slideshow.
- 4096 MP3s can be lined up to play.
- 1024 video headers can be preloaded.
- 512 video progress points, recycle bin entries and auto delete rules can be stored.
- 32 videos can be marked.

## 23 Media Manager Files

**Media Manager** may generate the following files:

In the 'ProgramFiles\Settings\MediaManger' folder;

- "MediaManager.ini", containing the current options settings. If deleted, all settings will revert to the defaults , and a new file generated.
- "vid\_progress.dat", contains the watched so far progress for each video.
- "auto\_delete.dat", contains the list of auto delete rule sets.
- "recycle\_bin.dat", contains a list of all the files in the **Recycle bin**.

In the 'ProgramFiles\Settings\MediaManger\Playlists' folder;

- "photo.pl, \*.ppl", when a photo **Playlist** is generated. Deleting the file is equivalent to emptying the **Playlist**.
- "mp3.pl, \*.mpl", when an MP3 **Playlist** is generated. Deleting the file is equivalent to emptying the **Playlist**.

In the 'ProgramFiles' folder;

- "MediaManager.log", if logging has been enabled. If deleted, a new file will be generated next time logging is enabled.

In addition the thumbnails and **Scenes** associated with the **Video Manager** facility are stored in a subfolder called "Cache" of "DataFiles" or whatever subfolder of "DataFiles" that contains the main file.

If any files or folders with these names exist from another TAP, they should be deleted before running **Media Manager**, but versions from earlier versions of **Media Manager** can be left.

In case of problems, it is suggested that you keep a back-up copy of "MediaManager.ini" and optionally all the other files on your PC.

Option 95, 'Tidy up hard disk', kicks off a process which checks all folders on the hard disk and sees if there are any files that can safely be deleted or fixed. Examples of what might get deleted are cached photo files, thumbnails or scenes which have been orphaned. It also looks through the **Recycle bin**, playlists and video progress data and removes any entries that point to files which no longer exist, and deletes any .del files which are not in the **Recycle bin**. It is advised that you have the **Recycle bin** turned on when you run this just in case it deletes anything that you may wish to keep. This process can take several minutes, depending on how many files you have stored on the Topy.

## 24 Other Information

### 24.1 General

The information provided here does not easily fit into the flow of this document, but may be of use to understand the details of **Media Manager** operation (particularly for the more sophisticated user).

### 24.2 Masterpiece Mode

Option 92, 'Masterpiece mode', should be used if you have a Masterpiece Topy and you suffer from graphical corruption. You can also use this mode if you prefer square corners to rounded corners.

### 24.3 Unused Key Presses

Keys that are not used by Media Manager are not passed on to other TAPs or the native Topy functions, with the exception of when in the Radio Slideshow mode and the user presses *TV/Radio* to revert to TV viewing.

### 24.4 Remote Extender & Description Extender Support

Both these TAPs are fully supported. RemoteExtender allows you to do things like change the volume or change the channel while in certain **Media Manager** screens. Description Extender allows you to view the full 256 character program description, rather than truncating it to 128 characters. The equivalent patches, RemExt and DescExt, are also supported.

### 24.5 Random Selections

When viewing JPEGs or listening to MP3s in random mode, **Media Manager** remembers the last 512 items played, so as not to have repeats. It is also possible to skip back to previous JPEGs/MP3s in random mode (as far as the history allows, so if you have viewed 512 photos randomly, you will be able skip back through those 512 in the same order). As you skip back, it deletes the last entry from the history, so you cannot go forward again in the same order. If

you have less than 512 items to play, once they are all viewed/listened to, the history is deleted and it starts again.

#### 24.6 TSR/TAPCommander support

The Media Manager configuration options can be accessed via TSRCommander or TAPCommander. It can also be stopped via these TAPs.

#### 24.7 'Burn in' prevention

Option 64 allows you to set the number of seconds before the display is randomly repositioned when in **Bare Bones** mode (using either **Radio** or **MP3 Mode**). This helps prevent screen burn in on some displays, such as Plasma.

## 25 **Problems & Feedback**

In the event of problems with decoding photos, consult Appendix 3.

Problems with locking up or crashing could be due to corrupted files – try deleting all those listed in section 23, and replacing with a back-up copy if you have one.

Assistance with problems with **Media Manager**, may be obtained directly from the author's web site:

<http://www.mark.riley.dsl.pipex.com/toppymytops.shtml>

or (for members) via the Topyy.org.uk forum at :

<http://www.topyy.org.uk/forum/viewtopic.php?t=4451>

Reports of errors or omissions in this document, of bugs, or any suggestions for improvements would be welcomed via either route.

## Appendix 1

### Options Menu

	<b>Option</b>	<b>Description</b>
1	Photo activation key	Specify the key to open the Photo Manager File list.
2	Music activation key	Specify the key to open the Music Manager File list. This will display the contents of the 'MP3' folder the first time it is opened.
3	Video activation key	Specify the key to open the Video Manager File list. This will display the contents of the 'DataFiles' folder the first time it is opened.
4	File Manager activation key	Specify the key to open the File Manager File list. This will display the contents of the \\ProgramFiles folder the first time it is opened.
5	Default slideshow folder	Specify the folder to be used as the source of photos for the MP3/Radio slideshow or screensaver. Selecting 'Playlist' will display the photos defined in the photo playlist.
6	Default photo startup folder	Specify the folder whose contents are to be displayed when first opening the Photo Manager File list.
7	Radio mode	Optionally choose to view a slideshow or screensaver when switching to a radio channel.
8	MP3 mode	Optionally choose to view a slideshow, a screensaver, album art, a stylish text only display or a blank screen when playing a tune.
9	Photo play mode	View photos in sequential or random order.
10	MP3 play mode	Listen to tunes in sequential or random order.
11	Delay between photos	Specify an interval in seconds between photos in the slideshow.
12	Widescreen squash factor	For widescreen TVs, optionally squash the horizontal width of the photo. The higher the percentage selected, the more the photo is squashed.
13	Anti-flicker filter	Apply a filter to images to substantially reduce flickering. This may be especially useful for users with 50Hz Televisions.
14	Fade between images	Turn this option on to apply a fade effect in the slideshow. This will fade out the current image, and fade in the next image, giving a smoother transition.
15	Aspect ratio for slideshow	Switch to a particular aspect ratio when viewing photos.
16	Full screen photo display	Turn 'On' to have photos display 'full screen' by default.
17	Cache all photos?	Turn 'On' to cache all photos on the hard drive in a one-off overnight photo batch job.
18	Overnight cache time	Choose a time for the overnight photo batch job to run.
19	At end of music selection	Select the desired action when the current selection of tunes has finished playing. You can choose to stop playing, repeat the selection, or play the next album.
20	Order by track number if possible	Turn 'On' to order by track number. This will only be possible if all tracks have a unique track number defined. Otherwise it will default to order by name.
21	Use number keys to search listing	Turn 'On' to use the remote keys 2-9 to search the file listing in the Music Manager. It is SMS style, e.g. press 2 twice and it will highlight the first item it finds that starts with 'B'.
22	TV channel to switch to	Select a TV channel to switch to before listening to music. If you choose a silent channel this will prevent the TV sound coming through between tracks.
23	Preload MP3 info	Choose whether to preload MP3 header data into memory (e.g. ID3 tags). It can either be loaded at startup, or loaded 'lazily' i.e. only when it is needed.

24	Video name to display	Choose between displaying the 'File name', the 'EPG event name' or a trimmed version of the 'File name' with e.g. the date removed, in the Video Manager File list.
25	Highlight oldest video	Turn 'On' to ensure that the oldest video in the list is highlighted when ordered by date and when first displaying the Video Manager File list.
26	File list video progress format	Specify the format to view the video progress in lines in the File list e.g. 1h 3m, 34%, +54/-19 etc.
27	Footer video progress format	Specify the format to view the video progress in the footer area e.g. 1h 3m, 34%, +54/-19 etc.
28	Footer video header format	Specify the format of the video details displayed in the footer area e.g. 'Event name', 'Channel - start/finish times' etc.
29	Show remaining recording hours	Turn 'On' to include an estimate of the recording hours remaining in the disk space info lozenge.
30	Display logos	Turn 'On' to display channel logos in the Video Manager. This requires the smlogo.dat file to be in the 'ProgramFiles' folder. This file can be created by using the MakeLogos TAP.
31	Show last played video icon	Turn 'On' to display an 'L' icon against a video if it was the last video to be played.
32	Display watched icon after	Specify the percentage of a video that should be watched before a 'tick' icon is displayed. Set to zero if you never want the icon to be displayed.
33	Extended info format	Specify the details displayed when pressing 'Info' on a highlighted video.
34	Video bit rate as Megabytes per min	Define what your average bit rate for videos is, as Megabytes per minute. This aids the calculation of the remaining recording hours and also helps display the video file sizes correctly.
35	Resume last played video key	Specify the key which will resume the last watched video from where you left off.
36	Create thumbnail key	Specify the key which will create the video thumbnail at the current point in playback.
37	Ok/Play key video behaviour	Set to 'Resume/From start' or 'From start/Resume' to define which way round the Ok/Play keys behave when playing a video.
38	Preload video headers	Preload all video headers into memory. This can either be done at startup, or 'lazily' i.e. only when it is needed. This should give a good performance improvement when browsing videos.
39	Decode speed	Specify the decoding speed when copying or decrypting a video.
40	Decode channel	Specify the channel to tune to before decoding a video. You can choose not to change channel, change to the channel of the source video, or change to a specific channel by choosing a channel number.
41	GMT Offset	Specify the offset from GMT if your video start/finish times are not being automatically adjusted.
42	Video screensaver mode	Optionally choose to view a slideshow or screensaver when a video is paused.
43	Video screensaver delay	If the video screensaver is turned on, specify the delay before the screensaver should start.
44	Create video scenes	Turn 'On' to create video scenes (a la DVD) during the overnight video batch job.
45	Create video thumbnail after	Specify how far into the video in minutes to create the thumbnail.
46	Create video scene every	Specify an interval in minutes to create the scenes (e.g. every 10 minutes).
47	Create video thumbs overnight?	Turn 'On' to create any new video thumbnails/scenes in an overnight video batch job.
48	Run auto delete rules overnight?	Turn 'On' to run the auto delete rules in an overnight video batch job.

49	Process videos overnight?	Choose 'Selection' to decode or play pre-selected videos as part of the overnight video batch job. Choose 'Auto decode' to automatically decode any new encrypted videos.
50	Shutdown when job has finished	Turn 'On' to shutdown the Topy when the overnight batch job has finished.
51	Overnight video job time	Choose a time for the overnight video batch job to run.
52	Enable stop menu	Turn 'On' to pop up a menu when stopping a video.
53	Show stop menu after	Specify the percentage of a video that needs to be watched before showing the stop menu.
54	Jump to first bookmark	Turn 'On' to jump to the first bookmark when playing a video. This is designed to work with the Accurate Bookmarking (TM) TAP, and will do nothing if first bookmark is more than 10 mins into video.
55	Enable recycle bin	Turn 'On' to move all deleted files into the Recycle bin.
56	Delete items from bin if disk	Optionally specify that the Recycle bin should be emptied until the hard drive is, for example, no more than 80% full (0% = do not empty). This runs as part of the overnight video batch job.
57	Delete items from bin after	Optionally specify that items should be removed from the bin x days after they are added (0 = do not remove). This runs as part of the overnight video batch job.
58	Date to use in recycle bin	Choose the date to show in the Recycle bin. This can be the date the file was deleted, or the date the file was created. This will also affect the ordering, if you choose to order by date.
59	Include subfolders	Turn 'On' to additionally include photos or tunes from all subfolders of the chosen folder.
60	Auto rename rule for move	When moving files you can specify a rename method if a file of the same name exists in the folder you wish to move to. You can append a number or a datestamp.
61	File list paging keys	Specify the keys to page up and down in the File list. Choose from << & >>, or < & >. Note that sometimes the < & > keys already have functions in the File list so in this case use the << & >> keys.
62	Discard navigation history	Turn 'On' to ensure the navigation history is deleted when exiting the File list. This means that next time you enter, it will display the default folder for the component.
63	Switch components using < & >	Turn 'On' to allow the < & > keys to switch between the components. The order will be: Video Manager -> Music Manager -> Photo Manager -> File Manager -> Video Manager.
64	Move 'Bare bones' display every	Set the number of seconds before the display is randomly repositioned when in 'Bare bones' mode. This helps prevent screen burn in on some displays, such as Plasma.
65	Sort order for Photo Manager	Specify the ordering for Photo Manager files, by date or by name.
66	Sort order for Music Manager	Specify the ordering for Music Manager files, by date or by name.
67	Sort order for Video Manager	Specify the ordering for Video Manager files, by date or by name.
68	Sort order for Recycle Bin	Specify the ordering for Recycle Bin files, by date or by name.
69	Show all files key	Specify the key which, when pressed, shows 'all files' in the File list, not just files relevant to the component. Press again to hide these files. This allows you to e.g. view log and config files.
70	Logging	Turn 'On' to write logging out to the file 'ProgramFiles\MediaManager.log'.
71	Display Topy archive	Turn 'On' to display the Topy archive when the 'Archive' button is pressed when in the File list.
72	Logging level	Specify the logging verbosity level, either 'Scant' or 'Verbose'.
73	Disk space display format	Choose what format to display the used disk space in, either 'Percentage' or 'Gigabytes'.

74	Display folder preview	Turn 'On' to see a preview of the highlighted folder either in the form of 4 miniature thumbnails for a video or photo folder, or in the form of album art for a music folder.
75	Hide folder count	Hides the count of the number of files in each subfolder from appearing in the File list right hand column. This can lead to a large performance improvement whilst navigating the folder structure.
76	Hide empty folders	If 'Hide folder count' is turned 'Off', this options specifies whether folders are shown even if they contain no relevant files.
77	Hide 'Back up'	Turn 'On' to hide the 'Back up' item from appearing in the File list either when in the top level 'DataFiles' folder or when in any folder.
78	Show folders at end of list	Turn 'On' to display the folders at the end of the File list, rather than the start.
79	Show header icons	Choose to display either 'TEXT for Help' or a graphical icon in the left hand side of the header.
80	File icon alignment	Choose where file icons are placed in the file list. 'Left' places the icon to the left of the file name. 'Right' places it to the right of the file name.
81	Disable thumbnails in footer	Turn 'On' to prevent any video, photo or music file thumbnails from appearing in the File list footer. Text relevant to the current selection will be displayed instead.
82	Disable file details in footer	Turn 'On' to prevent ID3 info, EXIF info or TAP header info from appearing in the File list footer. This can lead to a performance improvement whilst navigating the folder structure.
83	Text justification	Choose between displaying 'Fully justified' text, or 'Left justified' text. This applies to blocks of text such as a Video description.
84	Gradient colour factor	Set the colour gradient used for lines in the File list to give a more 3-D feel. The higher the number, the more noticeable the gradient.
85	Two tone colour position	This option cannot be set if 'Gradient colour factor' is set. It defines a subtle two tone shadow effect for lines in the File list. The higher the number, the more noticeable the shadow.
86	File list X Offset	Specify the X axis start point of the File list.
87	File list Y Offset	Specify the Y axis start point of the File list.
88	Photo viewer X Offset	Specify the X axis start point of the Photo viewer.
89	Photo viewer Y Offset	Specify the Y axis start point of the Photo viewer.
90	Thumbnail list X Offset	Specify the X axis start point of the Thumbnail list.
91	Thumbnail list Y Offset	Specify the Y axis start point of the Thumbnail list.
92	Masterpiece mode	Turn this on if your Topfield is a Masterpiece and you are experiencing graphical corruption.
93	Skin	Choose a skin to change the colour scheme of Media Manager.
94	Font	Choose a font to change the appearance of the text within Media Manager.
95	Tidy up hard disk	Press 'Recall' to remove any unnecessary data from your hard disk e.g. rogue thumbnails, scenes, redundant recycle bin and playlist entries. This process may take a while, so please be patient.
96	Run video job now	Press 'Ok' to manually run the video job now.
97	Reload MP3 info	Press 'Ok' to reload all the MP3 header info. You should do this if you have added to or deleted from your MP3 collection.
98	Refresh skins	Press 'Ok' to refresh the list of available skins.
99	Exit TAP	Press 'Ok' to exit Media Manager completely.

## Appendix 2

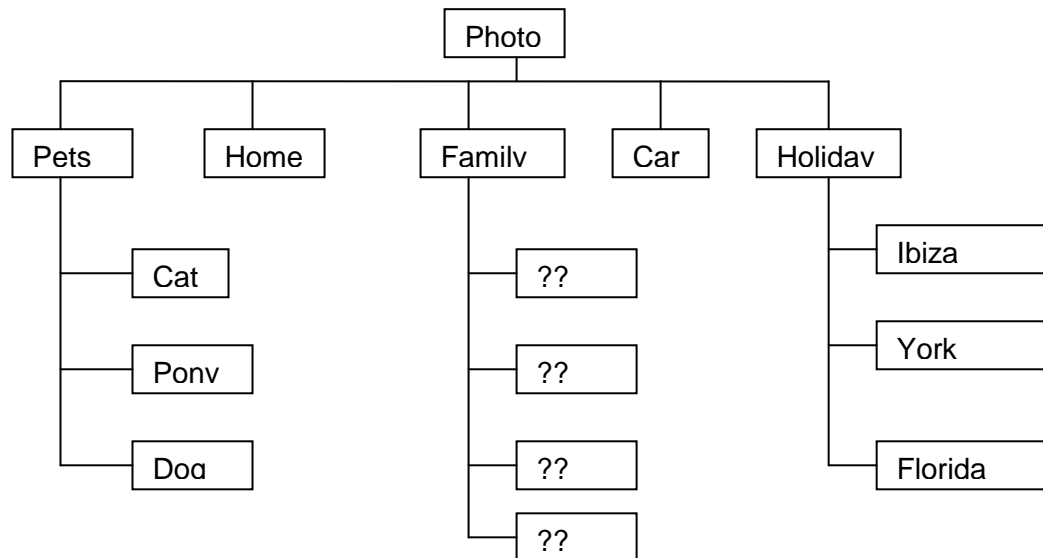
### Folder Structure And Filenames

#### 26 General

The sequential slideshows allow display of all photos in a folder and its subfolders. The folder structure will therefore determine which groups of photos can be displayed in a simple slideshow without resorting to the extra effort of setting up the playlist. The order of sequential play is determined first from an alpha-numeric sort of folders names, and then an alpha-numeric sort of filenames within each folder. This appendix gives guidance on the selection of folder structure and file names.

#### 27 File Structure

To enable slideshows of groups of related topics, a large number of photos are best divided into folders and subfolders according to their subject matter. Thus you might like a folder structure something like:



which will readily give slideshows of individual pets, individual holidays, combined pets, or combined holidays.

If the order of holidays in the combined holiday case is considered important, it might be better to put the year before the place. With the names shown the sequential display order will be Florida, Ibiza & then York.

Each of the folders shown above could have several subfolders, which could then be further subdivided again & again.

## 28 Sort Order

The default sort order for each major component can be configured via Options 65, 66 & 67. This can be changed if you are in the **File List** by pressing *Pause* or *0*.

Additionally the **Video Manager**, when ordering alphabetically, will strip off any numeric, date or time stamps before ordering. Once the stamps are stripped off it orders files with the same name by date. This ensures for example that episodes in a series are presented in the right order even though, by name, they may be out of order.

The **Music Manager** will also take care when alphabetically ordering files starting with numerals. For example, it will put 11-track.mp3 after 2-track.mp3, even though this is not technically name order.

## Appendix 3

### Caching

## 29 Caching

### 29.1 General

Photos are cached in order to greatly speed up subsequent displays. If the photo is stored in folder "x", the cached version is stored in folder "x\Cached".

### 29.2 Photo Caching

Three methods are available for generating the cache versions of your photos:

1. As an overnight task, requiring the Topy to be left switched on.
2. On closing the TAP using the *Exit* key, NOT with the last **Options Menu** item or by setting the Topy to Standby.
3. On the first time a photo is selected for viewing.

The first two are controlled via the Options 17 & 18.

Method 3 will apply to any photo that has not been cached when it is first selected for viewing. On completion of caching the first in a folder, decoding of the next file in that folder is started on the basis that they are likely to be viewed next. However please note that when this method is used the resolutions of the files are not stored for display in the **File List View**, so use of one of the other methods is recommended.

Note that during caching operations the Topy is likely to be very slow at responding to remote controls. It is therefore recommended that:

- You do not use the **Radio & MP3 Modes** until caching of at least the relevant files has been completed.
- You do not use method 2 if you want to continue to use the Topy for other purposes.

Also, a warning on the overnight caching - if you have many photos (say > 3000) at a reasonably high resolution, then the job may take a very long time indeed. If you find the Topy is responding sluggishly the next day, then the job might still be running.

### 29.3 Re-caching photos

Repeating is essential if a new version of a photo is loaded into the Topy without changing the name. To support re-caching, the *Green* and *Yellow* keys are used to delete all caches for the current photo and current folder respectively (**N.B.** The "Include Subfolders" option does not make the Yellow key delete the caches in any subfolders).

## 29.4 Decoding Failures

If the decoding process fails no thumbnail image will be generated, and if you attempt to view the photo you will see a “x.jpg failed to decode” message when you try to view the relevant photo. The most likely reasons for failure are:

- “Progressive” encoding of the JPEG, particularly when using Wembley’s decoder.
- Inadequate memory, particularly for photos of 4 MPixels or more.

The encoding type forms part of the EXIF data displayed in the **File List View**. If this indicates “Progressive”, re-save the image using “Baseline” encoding in an image processing program on your computer.

If a “Baseline” encoded image fails to load, try closing down all other TAPs to increase available memory, and/or reducing the resolution in an image processing program. The available memory can be monitored using the “Memory Watcher” TAP, or by studying the Verbose log file.

## Appendix 4

### EXIF Information

JPEGs can have useful information embedded within the file. This information is called EXIF data (Exchangeable Image File) . If your JPEG was taken with a recent digital camera, then it will almost certainly contain EXIF data. However, if you have edited the photo in any way, this data may have been lost. The table below shows the various fields in the EXIF data and whether they are supported by **Media Manager**:

<b>Field</b>	<b>Supported</b>
Description	N
Related sound file	N
Photo Date	Y
Digitized Date	N
Orientation	Y
Copyright	N
Aperture	Y
Max Aperture	N
Light Source	Y
Focal Length	Y
Subject distance	Y
Camera model	Y
Camera make	Y
Camera software	N
Exposure program	Y
Exposure Bias	Y
Exposure time	Y
Exposure Index	N
Exposure FNumber	N
Shutter speed	Y
Image width	Y
Image height	Y
Image brightness	Y
Compressed bits/pixel	N
Resolution units	(Always pixels)
X resolution	Y
Y resolution	Y
Progressive/Baseline Scan	Y