

SONY®

**DVD Architect
XML Theme Specification
Version 3.0.002**

Sony Pictures Digital Inc.

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This document is intended as a general guideline to help you create your own DVD Architect™ themes. Information contained in this document is subject to change without notice, and does not represent a commitment on the part of Sony Pictures Digital.

Introduction

Sony DVD Architect™ includes support for themes, which are dynamic templates that customize many aspects of the appearance of a DVD menu. For instance, a theme can change a menu's background video or audio, button positions, sizes and shapes, and text fonts and formatting.

Theme File Format

Themes in DVD Architect are stored in a subfolder below the DVD Architect program folder. For instance, if DVD Architect is installed in **C:\Program Files\Sony\DVD Architect**, the themes would be located in **C:\Program Files\Sony\DVD Architect\Themes**.

All theme files have the extension **.thm**. Each **.thm** file is actually a zipped file (**.zip**) that has been saved with the **.thm** extension. The file contains a master XML file (**default.xml**) and all the media files (graphics, video, or audio) that make up the theme.

The **default.xml** file contains all information pertinent to the theme, including layout parameters (button sizes, positioning, spacing, etc.), font and text parameters, and graphics and audio information. This file must be named **default.xml** for DVD Architect to load the theme.

(For alternate languages, the country code prefix is prepended to the name. For instance, the Japanese version of the application would search for **JPNdefault.xml**. If this language specific version is not found, DVD Architect will use the original **default.xml** name.)

The XML file is in a typical UTF-8 or UTF-16 XML file structure, which is outlined in the next section.

The media that accompanies the theme is used for button and menu graphics or background graphics and audio. Although the media can be in any file format that DVD Architect supports, keep in mind that since some of the supported formats (such as MPEG, MP3, AC-3) aren't available when DVD Architect is run in demo mode, care should be taken when designing themes to ensure compatibility on all configurations.

The next section outlines the usage of the **default.xml** file.

XML Format Specification for DVD Architect Themes

The XML file format is an organized way of describing hierarchical data. DVD Architect's themes are built using XML to make use of this data organization.

Below you will find a DVD Architect theme example, followed by a complete DVD Architect Theme XML specification that lists all available options.

XML Theme Examples

Figure 1 lists a typical example of an XML file using a "Grid" layout for DVD Architect, along with comments on the right. This should give you a rough idea how the theme XML files work. However, not all options are listed here. A comprehensive list of supported features can be found in the [XML Theme Specifications](#) section.

Figure 1.

<?xml version="1.0" standalone="yes"?>	Required for XML Spec.
<DVDA-THEME version="3.0">	Specifies version information.
<THEME-INFORMATION> <NAME>My Theme</NAME> <AUTHOR>John Doe</AUTHOR> <COPYRIGHT>2004 Company Name</COPYRIGHT> <ABOUT>This is my first custom theme</ABOUT> <PROTECTED>>false</PROTECTED> </THEME-INFORMATION>	Theme information: <ul style="list-style-type: none">• Theme name – must be unique!• Theme author• Theme copyright• Additional comments• Write-protection flag
<MENU> <LAYOUT> <NAME>Sony Theme Layout</NAME> <GRID> <TITLE>0.10, 0.10, 0.90, 0.30</TITLE> <SETTINGS> <MAX-PER-PAGE>6</MAX-PER-PAGE> <MARGIN>0.10, 0.35, 0.90, 0.90</MARGIN> <ORIENTATION>horizontal</ORIENTATION> <ITEMSPACE>0.02, 0.01</ITEMSPACE> <BLOCK-HALIGN>center</BLOCK-HALIGN> <BLOCK-VALIGN>top</BLOCK-VALIGN> </SETTINGS> <ITEM-BUTTON> <ITEMRECT>0.0, 0.0, 0.22, 0.30</ITEMRECT> <IMAGE>0.0, 0.0, 1.0, 0.8</IMAGE> <TEXT>0.0, 0.81, 1.0, 1.0</TEXT> <SHOWIMAGE>>true</SHOWIMAGE> <SHOWTEXT>>true</SHOWTEXT> </ITEM-BUTTON> <NEXT-BUTTON> <ITEMRECT>0.81, 0.1, 0.9, 0.19</ITEMRECT> <IMAGE>0.0, 0.0, 1.0, 1.0</IMAGE> <TEXT>0.0, 0.0, 0.0, 0.0</TEXT> <SHOWIMAGE>>true</SHOWIMAGE> <SHOWTEXT>>false</SHOWTEXT> </NEXT-BUTTON>	Specifies the theme information for a menu. Specifies the layout options. Give the layout a name (currently unused). Specifies the "Grid" layout type. Title placement (x1,y1,x2,y2) [0..1] for all. Specify the settings for the grid: <ul style="list-style-type: none">• Max. items per page (reserved)• Placement rectangle for all items• Orientation of items• Spacing between items (x,y)• Alignment of all items in x direction and y direction Options for each menu item: <ul style="list-style-type: none">• Item rectangle (size only)• Image rectangle inside ITEMRECT• Text rectangle inside ITEMRECT• Show image flag• Show text flag Options for Next button: <ul style="list-style-type: none">• Item rectangle (position and size)• Image rectangle inside ITEMRECT• Text rectangle inside ITEMRECT• Show image flag• Show text flag

```

<PREV-BUTTON>
  <ITEMRECT>0.1, 0.1, 0.19, 0.19</ITEMRECT>
  <IMAGE>0.0, 0.0, 1.0, 1.0</IMAGE>
  <TEXT>0.0, 0.0, 0.0, 0.0</TEXT>
  <SHOWIMAGE>>true</SHOWIMAGE>
  <SHOWTEXT>>false</SHOWTEXT>
</PREV-BUTTON>
<UP-BUTTON>
  <ITEMRECT>0.1, 0.8, 0.19, 0.89</ITEMRECT>
  <IMAGE>0.0, 0.0, 1.0, 1.0</IMAGE>
  <TEXT>0.0, 0.0, 0.0, 0.0</TEXT>
  <SHOWIMAGE>>true</SHOWIMAGE>
  <SHOWTEXT>>false</SHOWTEXT>
</UP-BUTTON>
</GRID>
</LAYOUT>

```

Options for Previous button.

Options for Up (or Back) button.

```

<HIGHLIGHTING>
  <STYLE>BLOCK</STYLE>
  <COLOR>255, 255, 255, 128</COLOR>
  <SELECTED-COLORS>
    <COLOR1>128, 0, 64, 57</COLOR1>
    <COLOR2>128, 0, 64, 38</COLOR2>
    <COLOR3>128, 0, 64, 19</COLOR3>
    <COLOR4>128, 0, 64, 0</COLOR4>
  </SELECTED-COLORS>
  <ACTIVATED-COLORS>
    <COLOR1>128, 0, 64, 114</COLOR1>
    <COLOR2>128, 0, 64, 76</COLOR2>
    <COLOR3>128, 0, 64, 38</COLOR3>
    <COLOR4>128, 0, 64, 0</COLOR4>
  </ACTIVATED-COLORS>
  <INACTIVE-COLORS>
    <COLOR1>128, 0, 64, 114</COLOR1>
    <COLOR2>128, 0, 64, 76</COLOR2>
    <COLOR3>128, 0, 64, 38</COLOR3>
    <COLOR4>128, 0, 64, 0</COLOR4>
  </INACTIVE-COLORS>
</HIGHLIGHTING>

```

Highlighting options for preview/playback.
 Default highlighting style.
 Default highlight color (currently unused).
 Selected menu item highlight color.

Activated menu item highlight color.

Inactive menu item highlight color.

```

<BACKGROUND>
  <VIDEO>sfback.png</VIDEO>
  <VIDEO-LAYER>0</VIDEO-LAYER>
  <CROP-AND-ADJUST-INFO>
    <BRIGHTNESS>0.5</BRIGHTNESS>
    <BRIGHTNESS-RGB>0.5, 0.5, 0.0</BRIGHTNESS-RGB>
    <CONTRAST>0.5</CONTRAST>
    <CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>
    <CONTRAST-CENTER>0.50</CONTRAST-CENTER>
    <CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-CENTER-
  RGB>
    <COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>
    <ALPHA>1.00</ALPHA>
    <CROP>0.25, 0.2, 0.75, 0.8</CROP>
  </CROP-AND-ADJUST-INFO>
  <AUDIO>BigBeat.wav</AUDIO>
  <MODE>ZoomFit</MODE>
  <HIGHLIGHT-MASK>
    <MEDIA>menu_14.psd</MEDIA>
    <LAYER>3</LAYER>
  <CROP-AND-ADJUST-INFO>
    <BRIGHTNESS>0.5</BRIGHTNESS>
    <BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB>
    <CONTRAST>0.5</CONTRAST>

```

Background:

- Image/video
 - Image layer (PSD)
 - Crop and adjust details.
 - Overall brightness
 - Brightness by color channel
 - Overall contrast
 - Contrast by color channel
 - Contrast center point
 - Contrast center point (rgb)
 - Colorization by color channel
 - Alpha (1.0 = opaque)
 - Crop rectangle (x1,y1,x2,y2)
- Audio
 - Stretch mode
 - Highlight mask image options.
 - Image filename
 - Image layer (PSD files)
 - Crop and adjust details.

```

<CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>
<CONTRAST-CENTER>0.5</CONTRAST-CENTER>
<CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-CENTER-
RGB>
<COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>
<ALPHA>1.00</ALPHA>
<CROP>0.000, 0.000, 1.000, 1.000</CROP>
</CROP-AND-ADJUST-INFO>
</HIGHLIGHT-MASK>
<HIGHLIGHT-MASK-MAPPING>Transparency</HIGHLIGHT-MASK-
MAPPING>
</BACKGROUND>

```

- Highlight mask mapping style

```

<BUTTONS>
<ITEM-BUTTON>
<TEXT-INFO>
<FONT-NAME>Tahoma</FONT-NAME>
<FONT-SIZE>10</FONT-SIZE>
<COLOR>240, 240, 240, 255</COLOR>
<STYLE>Bold,Shadow</STYLE>
<SHADOW>
<XOFFSET>0.05</XOFFSET>
<YOFFSET>0.06</YOFFSET>
<BLUR>0.01</BLUR>
<COLOR>16, 16, 16, 255</COLOR>
</SHADOW>
<HALIGN>Center</HALIGN>
<VALIGN>Center</VALIGN>
</TEXT-INFO>
<MAINTAIN-ASPECT-RATIO>TRUE</MAINTAIN-ASPECT-RATIO>
<DEFAULT-GRAPHIC>0</DEFAULT-GRAPHIC>
</ITEM-BUTTON>

```

"Button" information

Menu item (button) information:

- What the text looks like
 - Font
 - Font size
 - Color
 - Styles
 - Shadow information
 - Shadow X offset
 - Shadow Y offset
 - Shadow blur amount
 - Shadow color
 - Horizontal alignment
 - Vertical alignment
- Maintain aspect ratio flag for button text
- Index of default graphic

```

<NEXT-BUTTON>
<TEXT-INFO>
<FONT-NAME>Tahoma</FONT-NAME>
<FONT-SIZE>10</FONT-SIZE>
<COLOR>240, 240, 240, 255</COLOR>
<STYLE>Bold,Shadow</STYLE>
<SHADOW>
<XOFFSET>0.05</XOFFSET>
<YOFFSET>0.06</YOFFSET>
<BLUR>0.01</BLUR>
<COLOR>16, 16, 16, 255</COLOR>
</SHADOW>
<HALIGN>Center</HALIGN>
<VALIGN>Center</VALIGN>
</TEXT-INFO>
<MAINTAIN-ASPECT-RATIO>TRUE</MAINTAIN-ASPECT-RATIO>
<DEFAULT-GRAPHIC>0</DEFAULT-GRAPHIC>
</NEXT-BUTTON>

```

Next button (to move to the next page).

```

<PREV-BUTTON>
<TEXT-INFO>
<FONT-NAME>Tahoma</FONT-NAME>
<FONT-SIZE>10</FONT-SIZE>
<COLOR>240, 240, 240, 255</COLOR>
<STYLE>Bold,Shadow</STYLE>
<SHADOW>
<XOFFSET>0.05</XOFFSET>
<YOFFSET>0.06</YOFFSET>
<BLUR>0.01</BLUR>
<COLOR>16, 16, 16, 255</COLOR>
</SHADOW>
<HALIGN>Center</HALIGN>

```

Previous button (to move to the previous page).

```

    <VALIGN>Center</VALIGN>
  </TEXT-INFO>
  <MAINTAIN-ASPECT-RATIO>TRUE</MAINTAIN-ASPECT-RATIO>
  <DEFAULT-GRAPHIC>0</DEFAULT-GRAPHIC>
</PREV-BUTTON>

```

Up or Back button.

```

<UP-BUTTON>
  <TEXT-INFO>
    <FONT-NAME>Tahoma</FONT-NAME>
    <FONT-SIZE>10</FONT-SIZE>
    <COLOR>240, 240, 240, 255</COLOR>
    <STYLE>Bold,Shadow</STYLE>
    <SHADOW>
      <XOFFSET>0.05</XOFFSET>
      <YOFFSET>0.06</YOFFSET>
      <BLUR>0.01</BLUR>
      <COLOR>16, 16, 16, 255</COLOR>
    </SHADOW>
    <HALIGN>Center</HALIGN>
    <VALIGN>Center</VALIGN>
  </TEXT-INFO>
  <MAINTAIN-ASPECT-RATIO>TRUE</MAINTAIN-ASPECT-RATIO>
  <DEFAULT-GRAPHIC>0</DEFAULT-GRAPHIC>
</UP-BUTTON>
</BUTTONS>

```

```

<TITLE>
  <TEXT-INFO>
    <FONT-NAME>Tahoma</FONT-NAME>
    <FONT-SIZE>24</FONT-SIZE>
    <COLOR>240, 240, 240, 255</COLOR>
    <STYLE>Bold,Shadow</STYLE>
    <SHADOW>
      <XOFFSET>0.03</XOFFSET>
      <YOFFSET>0.04</YOFFSET>
      <BLUR>0.03</BLUR>
      <COLOR>16, 16, 16, 255</COLOR>
    </SHADOW>
    <HALIGN>Center</HALIGN>
    <VALIGN>Center</VALIGN>
  </TEXT-INFO>
  <MAINTAIN-ASPECT-RATIO>TRUE</MAINTAIN-ASPECT-RATIO>
</TITLE>

```

Text Title information.

- What the title text looks like
 - Font
 - Font size
 - Color
 - Styles
 - Shadow information
 - Shadow X offset
 - Shadow Y offset
 - Shadow blur amount
 - Shadow color
 - Horizontal alignment
 - Vertical alignment
- Maintain aspect ratio flag

```

<SETTINGS>
  <FLICKER-REDUCTION>0</FLICKER-REDUCTION>
  <MENU-LENGTH>30.000000</MENU-LENGTH>
  <LOOP-POINT>0</LOOP-POINT>
</SETTINGS>
</MENU>

```

Miscellaneous menu settings.

Flicker reduction (0 = disabled, 65535 = enabled)

Menu length in seconds

Loop point in seconds

```

<GRAPHICS-LIST>
  <GRAPHIC>
    <TYPE>Menu</TYPE>
    <NAME>Standard Button</NAME>
    <FACE>Button-Shape.png</FACE>
    <FACE-LAYER>0</FACE-LAYER>
    <FACE-CROP-AND-ADJUST-INFO>
      <BRIGHTNESS>0.5</BRIGHTNESS>
      <BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB>
      <CONTRAST>0.5</CONTRAST>
      <CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>
      <CONTRAST-CENTER>0.5</CONTRAST-CENTER>
      <CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-CENTER-
    RGB>
    <COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>
  </GRAPHIC>
</GRAPHICS-LIST>

```

Graphics list for all menu item and other arrow buttons:

- Type of graphic
- Optional name
- Face image
- Face image layer (for PSD)
- Face crop and adjust details

```

    <ALPHA>1.00</ALPHA>
    <CROP>0.000, 0.000, 1.000, 1.000</CROP>
  </FACE-CROP-AND-ADJUST-INFO>
  <FACE-ALPHA></FACE-ALPHA>
  <FACE-ALPHA-LAYER>0</FACE-ALPHA-LAYER>
  <FACE-ALPHA-CROP-AND-ADJUST-INFO>
    <BRIGHTNESS>0.5</BRIGHTNESS>
    <BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB>
    <CONTRAST>0.5</CONTRAST>
    <CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>
    <CONTRAST-CENTER>0.5</CONTRAST-CENTER>
    <CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-CENTER-
RGB>
    <COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>
    <ALPHA>1.00</ALPHA>
    <CROP>0.000, 0.000, 1.000, 1.000</CROP>
  </FACE-ALPHA-CROP-AND-ADJUST-INFO>
  <MASK>Button-Mask.png</MASK>
  <MASK-LAYER>0</MASK-LAYER>
  <MASK-CROP-AND-ADJUST-INFO>
    <BRIGHTNESS>0.5</BRIGHTNESS>
    <BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB>
    <CONTRAST>0.5</CONTRAST>
    <CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>
    <CONTRAST-CENTER>0.5</CONTRAST-CENTER>
    <CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-CENTER-
RGB>
    <COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>
    <ALPHA>1.00</ALPHA>
    <CROP>0.000, 0.000, 1.000, 1.000</CROP>
  </MASK-CROP-AND-ADJUST-INFO>
  <HIGHLIGHTING>
    <STYLE>CUSTOM</STYLE>
    <MASK-MAPPING>TRANSPARENCY</MASK-MAPPING>
    <MASK>Frame3.png</MASK>
    <LAYER>0</LAYER>
    <CROP-AND-ADJUST-INFO>
      <BRIGHTNESS>0.5</BRIGHTNESS>
      <BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB>
      <CONTRAST>0.5</CONTRAST>
      <CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>
      <CONTRAST-CENTER>0.5</CONTRAST-CENTER>
      <CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-CENTER-
RGB>
    <COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>
    <ALPHA>1.00</ALPHA>
    <CROP>0.000, 0.000, 1.000, 1.000</CROP>
  </CROP-AND-ADJUST-INFO>
  </HIGHLIGHTING>
  <MAINTAIN-ASPECT-RATIO>TRUE</MAINTAIN-ASPECT-RATIO>
</GRAPHIC>

```

- Alpha image
- Alpha image layer (for PSD)
- Alpha crop and adjust details

- Mask image
- Mask image layer (for PSD)
- Mask crop and adjust details

- Optional button-specific highlighting information

- Maintain aspect ratio flag

```

<GRAPHIC>
  <TYPE>Next</TYPE>
  <NAME>Next Page</NAME>
  <FACE>Next-Button-Shape.png</FACE>
  <FACE-LAYER>0</FACE-LAYER>
  <FACE-CROP-AND-ADJUST-INFO>
  ...
  ...
</GRAPHIC>

```

```

<GRAPHIC>
  <TYPE>Previous</TYPE>
  <NAME>Previous Page</NAME>
  <FACE>Prev-Button-Shape.png</FACE>
  <FACE-LAYER>0</FACE-LAYER>
  <FACE-CROP-AND-ADJUST-INFO>
  ...
  ...
</GRAPHIC>

```

```

<GRAPHIC>
  <TYPE>Back</TYPE>
  <NAME>Up one level</NAME>
  <FACE>Up-Button-Shape.png</FACE>
  <FACE-LAYER>0</FACE-LAYER>
  <FACE-CROP-AND-ADJUST-INFO>
  ...
  ...
</GRAPHIC>

```

```

<GRAPHIC>
  <TYPE>Menu, Global</TYPE>
  <NAME>Rectangle Button (Global)</NAME>
  <FACE>Global-Button01-Shape.png</FACE>
  <FACE-LAYER>0</FACE-LAYER>
  <FACE-CROP-AND-ADJUST-INFO>
  ...
  ...
  <MASK>Global-Button01-Mask.png</MASK>
  <MASK-LAYER>0</MASK-LAYER>
  <MASK-CROP-AND-ADJUST-INFO>
  ...
  ...
</GRAPHIC>

```

Global graphics. By using the *Global* keyword in the type, graphics can be listed in the Common Graphics Collection.

```

<GRAPHIC>
  <TYPE>Menu, Global</TYPE>
  <NAME>Ellipse Button (Global)</NAME>
  <FACE>Global-Button02-Shape.png</FACE>
  <FACE-LAYER>0</FACE-LAYER>
  <FACE-CROP-AND-ADJUST-INFO>
  ...
  ...
  <MASK>Global-Button02-Mask.png</MASK>
  <MASK-LAYER>0</MASK-LAYER>
  <MASK-CROP-AND-ADJUST-INFO>
  ...
  ...
</GRAPHIC>

```

```

</GRAPHICS-LIST>

```

```

<BACKGROUNDS-LIST>
<BACKGROUND>
  <NAME>Background 1</NAME>
  <VIDEO>Background1.jpg</VIDEO>
  <LAYER>0</LAYER>
  <CROP-AND-ADJUST-INFO>
  <BRIGHTNESS>0.5</BRIGHTNESS>
  <BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB>
  <CONTRAST>0.5</CONTRAST>
  <CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>

```

Global backgrounds. These alternate backgrounds appear in the Backgrounds Window (in addition to the main background video object found in the <MENU><BACKGROUND> tag.)

```
<CONTRAST-CENTER>0.5</CONTRAST-CENTER>
<CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-CENTER-
RGB>
<COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>
<ALPHA>1.00</ALPHA>
<CROP>0.000, 0.000, 1.000, 1.000</CROP>
</CROP-AND-ADJUST-INFO>
</BACKGROUND>
```

```
<BACKGROUND>
<NAME>Background 2</NAME>
<VIDEO>Background2.jpg</VIDEO>
<LAYER>0</LAYER>
<CROP-AND-ADJUST-INFO>
<BRIGHTNESS>0.5</BRIGHTNESS>
<BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB>
<CONTRAST>0.5</CONTRAST>
<CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>
<CONTRAST-CENTER>0.5</CONTRAST-CENTER>
<CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-CENTER-
RGB>
<COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>
<ALPHA>1.00</ALPHA>
<CROP>0.000, 0.000, 1.000, 1.000</CROP>
</CROP-AND-ADJUST-INFO>
</BACKGROUND>
</BACKGROUNDS-LIST>

</DVDA-THEME>
```

Figure 2 lists a typical example of an XML file using a “Positional” layout for DVD Architect, along with comments on the right.

Figure 2.

<pre><?xml version="1.0" standalone="yes"?></pre>	Required for XML Spec.
<pre><DVDA-THEME version="3.0"></pre>	Specifies version information.
<pre><THEME-INFORMATION> <NAME>My Theme</NAME> <AUTHOR>John Doe</AUTHOR> <COPYRIGHT>2004 Company Name</COPYRIGHT> <ABOUT>This is my first custom theme</ABOUT> <PROTECTED>>false</PROTECTED> </THEME-INFORMATION></pre>	Theme information: <ul style="list-style-type: none"> • Theme name – must be unique! • Theme author • Theme copyright • Additional comments • Write-protection flag
<pre><MENU> <LAYOUT> <NAME>Sony Theme Layout</NAME> <POSITIONAL> <TITLE> <TEXT>This is my menu!</TEXT> <ITEMRECT>0.100, 0.100, 0.900, 0.250</ITEMRECT> </TITLE> <TEXT-ITEMS> <TEXT-ITEM> <ITEMRECT>0.580, 0.152, 0.930, 0.272</ITEMRECT> <TEXT>Sample Text</TEXT> <TEXT-INFO> <FONT-NAME>Arial</FONT-NAME> <FONT-SIZE>0</FONT-SIZE> <COLOR>255, 255, 255, 255</COLOR> <STYLE>Italic,Shadow</STYLE> <SHADOW> <XOFFSET>0.20</XOFFSET> <YOFFSET>0.20</YOFFSET> <BLUR>0.10</BLUR> <COLOR>0, 0, 0, 255</COLOR> </SHADOW> <HALIGN>LEFT</HALIGN> <VALIGN>TOP</VALIGN> </TEXT-INFO> <MAINTAIN-ASPECT-RATIO>TRUE</MAINTAIN-ASPECT-RATIO> </TEXT-ITEM> </TEXT-ITEMS> <GRAPHIC-ITEMS> <GRAPHIC> <ITEMRECT>0.683, 0.686, 0.883, 0.866</ITEMRECT> <MEDIA-INFO> <MEDIA>Sunset.jpg</MEDIA> <LAYER>0</LAYER> <CROP-AND-ADJUST-INFO> <BRIGHTNESS>0.5</BRIGHTNESS> <BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB> <CONTRAST>0.5</CONTRAST> <CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB> <CONTRAST-CENTER>0.5</CONTRAST-CENTER> <CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST- CENTER-RGB> <COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE> <ALPHA>1.00</ALPHA> <CROP>0.000, 0.000, 1.000, 1.000</CROP> </CROP-AND-ADJUST-INFO> </MEDIA-INFO> </GRAPHIC> </GRAPHIC-ITEMS> </POSITIONAL> </LAYOUT> </MENU></pre>	Specifies the theme information for a menu. Specifies the layout options. Give the layout a name (currently unused). Specifies the “Positional” layout type. Options for title. <ul style="list-style-type: none"> • Title text • Title placement (x1,y1,x2,y2) [0..1] for all. Text items on the menu. Text item details. <ul style="list-style-type: none"> • Placement (x1,y1,x2,y2) [0..1] for all. • Text • What the text looks like <ul style="list-style-type: none"> ○ Font ○ Font size ○ Color ○ Styles ○ Shadow information <ul style="list-style-type: none"> ▪ Shadow X offset ▪ Shadow Y offset ▪ Shadow blur amount ▪ Shadow color ○ Horizontal alignment ○ Vertical alignment ○ Maintain aspect ratio flag Graphic items on the menu. Graphic item details. <ul style="list-style-type: none"> • Placement (x1,y1,x2,y2) [0..1] for all. • Image details. <ul style="list-style-type: none"> ○ Image filename ○ Image layer (for PSD files) ○ Crop and adjust details. <ul style="list-style-type: none"> ▪ Overall brightness ▪ Brightness by color channel ▪ Overall contrast ▪ Contrast by color channel ▪ Contrast center point ▪ Contrast center point (rgb) ▪ Colorization by color channel ▪ Alpha (1.0 = opaque) ▪ Crop rectangle (x1,y1,x2,y2)

```

</MEDIA-INFO>
<START-TIME>0</START-TIME>
<ANIMATED>FALSE</ANIMATED>
<MAINTAIN-ASPECT-RATIO>TRUE</MAINTAIN-ASPECT-RATIO>
</GRAPHIC>
</GRAPHIC-ITEMS>

```

- Start offset (for anim. graphics)
- Animated flag
- Maintain aspect ratio flag

```

<BUTTONS>
<BUTTON>
<TYPE>Menu</TYPE>
<ITEMRECT>0.120, 0.665, 0.277, 0.860</ITEMRECT>
<IMAGERECT>0.000, 0.000, 1.000, 0.800</IMAGERECT>
<TEXTRECT>0.000, 0.810, 1.000, 1.000</TEXTRECT>
<STYLE>IMAGE</STYLE>
<TEXT>1: duck</TEXT>
<TEXT-INFO>
<FONT-NAME>Arial</FONT-NAME>
<FONT-SIZE>10</FONT-SIZE>
<COLOR>255, 255, 255</COLOR>
<STYLE></STYLE>
<SHADOW>
<XOFFSET>0.20</XOFFSET>
<YOFFSET>0.20</YOFFSET>
<BLUR>0.10</BLUR>
<COLOR>0, 0, 0, 255</COLOR>
</SHADOW>
<HALIGN>LEFT</HALIGN>
<VALIGN>TOP</VALIGN>
</TEXT-INFO>

```

Button items on the menu.

Button item details.

- Type of button
- Button rectangle (x1,y1,x2,y2) [0..1] all
- Image rectangle inside ITEMRECT
- Text rectangle inside ITEMRECT
- Button style
- Text
- What the text looks like
 - Font
 - Font size
 - Color
 - Styles
 - Shadow information
 - Shadow X offset
 - Shadow Y offset
 - Shadow blur amount
 - Shadow color
 - Horizontal alignment
 - Vertical alignment

```

<GRAPHIC-INFO>
<MASK>
<MEDIA></MEDIA>
<LAYER>0</LAYER>
<CROP-AND-ADJUST-INFO>
<BRIGHTNESS>0.5</BRIGHTNESS>
<BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB>
<CONTRAST>0.5</CONTRAST>
<CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>
<CONTRAST-CENTER>0.5</CONTRAST-CENTER>
<CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-
CENTER-RGB>
<COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>
<ALPHA>1.00</ALPHA>
<CROP>0.120, 0.665, 0.277, 0.821</CROP>
</CROP-AND-ADJUST-INFO>
</MASK>
<FACE>
<MEDIA-INFO>
<MEDIA>menu_14.psd</MEDIA>
<LAYER>21</LAYER>
<CROP-AND-ADJUST-INFO>
<BRIGHTNESS>0.5</BRIGHTNESS>
<BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB>
<CONTRAST>0.5</CONTRAST>
<CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>
<CONTRAST-CENTER>0.5</CONTRAST-CENTER>
<CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-
CENTER-RGB>
<COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>
<ALPHA>1.00</ALPHA>
<CROP>0.120, 0.665, 0.277, 0.821</CROP>
</CROP-AND-ADJUST-INFO>
</MEDIA-INFO>
<START-TIME>0</START-TIME>
<ANIMATED>FALSE</ANIMATED>
</FACE>

```

- What the graphic looks like
 - Mask image details
 - Image filename
 - Layer (for PSD files)
 - Crop and adjust details.
 - Face (frame) image details
 - Image file details
 - Image filename
 - Layer (for PSD files)
 - Crop and adjust details.
 - Start offset (if animated)
 - Animated flag

```

<FACE-ALPHA>
<MEDIA>menu_14.psd</MEDIA>
<LAYER>22</LAYER>
<CROP-AND-ADJUST-INFO>
  <BRIGHTNESS>0.5</BRIGHTNESS>
  <BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB>
  <CONTRAST>0.5</CONTRAST>
  <CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>
  <CONTRAST-CENTER>0.5</CONTRAST-CENTER>
  <CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-
CENTER-RGB>
  <COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>
  <ALPHA>1.00</ALPHA>
  <CROP>0.120, 0.665, 0.277, 0.821</CROP>
</CROP-AND-ADJUST-INFO>
</FACE-ALPHA>
</GRAPHIC-INFO>

```

- o Alpha image details
 - Image filename
 - Layer (for PSD files)
 - Crop and adjust details.

```

<HIGHLIGHT>
<STYLE>BLOCK</STYLE>
<MASK-MAPPING>TRANSPARENCY</MASK-MAPPING>
<MASK>menu_14.psd</MASK>
<LAYER>19</LAYER>
<CROP-AND-ADJUST-INFO>
  <BRIGHTNESS>0.5</BRIGHTNESS>
  <BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB>
  <CONTRAST>0.5</CONTRAST>
  <CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>
  <CONTRAST-CENTER>0.5</CONTRAST-CENTER>
  <CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-
CENTER-RGB>
  <COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>
  <ALPHA>1.00</ALPHA>
  <CROP>0.000, 0.000, 1.000, 1.000</CROP>
</CROP-AND-ADJUST-INFO>
</HIGHLIGHT>

```

- What the highlight looks like.
 - o Style
 - o Mask mapping style
 - o Mask filename
 - o Mask layer (for PSD files)
 - o Crop and adjust details.

```

<TEXT-MAINTAIN-ASPECT-RATIO>TRUE</TEXT-MAINTAIN-
ASPECT-RATIO>

```

- Maintain aspect ratio flag for text

```

<IMAGE-MAINTAIN-ASPECT-RATIO>TRUE</IMAGE-MAINTAIN-
ASPECT-RATIO>

```

- Maintain aspect ratio flag for image

```

<NAVIGATION>
<LEFT>-1</LEFT>
<RIGHT>-1</RIGHT>
<UP>-1</UP>
<DOWN>-1</DOWN>
</NAVIGATION>
</BUTTON>
</BUTTONS>

```

- Button navigation details.
 - o Navigate left button
 - o Navigate right button
 - o Navigate up button
 - o Navigate down button

```

<END-ACTION>
<COMMAND>HOLD</COMMAND>
<TIMEOUT>0</TIMEOUT>
<BUTTON>-1</BUTTON>
</END-ACTION>

```

Menu end action details.

- End action
- End action timeout
- Index of button to activate

```

<REMOTE-BUTTONS>
<TITLE-PLAY>TRUE</TITLE-PLAY>
<STOP>TRUE</STOP>
<TIME-CHAPTER-SEARCH>TRUE</TIME-CHAPTER-SEARCH>
<PREVIOUS-UP>TRUE</PREVIOUS-UP>
<NEXT>TRUE</NEXT>
<FAST-SCAN>TRUE</FAST-SCAN>
<BACKWARD-SCAN>TRUE</BACKWARD-SCAN>
<RESUME>TRUE</RESUME>

```

Remote button enable/disable flags.

```

<BUTTON-NAVIGATION>TRUE</BUTTON-NAVIGATION>
<PAUSE>TRUE</PAUSE>
<VIDEO-MODE>TRUE</VIDEO-MODE>
</REMOTE-BUTTONS>
</POSITIONAL>
</LAYOUT>

```

```

<HIGHLIGHTING>
<STYLE>BLOCK</STYLE>
<COLOR>255, 255, 255, 128</COLOR>
<SELECTED-COLORS>
<COLOR1>128, 0, 64, 57</COLOR1>
<COLOR2>128, 0, 64, 38</COLOR2>
<COLOR3>128, 0, 64, 19</COLOR3>
<COLOR4>128, 0, 64, 0</COLOR4>
</SELECTED-COLORS>
<ACTIVATED-COLORS>
<COLOR1>128, 0, 64, 114</COLOR1>
<COLOR2>128, 0, 64, 76</COLOR2>
<COLOR3>128, 0, 64, 38</COLOR3>
<COLOR4>128, 0, 64, 0</COLOR4>
</ACTIVATED-COLORS>
<INACTIVE-COLORS>
<COLOR1>128, 0, 64, 114</COLOR1>
<COLOR2>128, 0, 64, 76</COLOR2>
<COLOR3>128, 0, 64, 38</COLOR3>
<COLOR4>128, 0, 64, 0</COLOR4>
</INACTIVE-COLORS>
</HIGHLIGHTING>

```

Highlighting options for preview/playback.
Default highlighting style.
Default highlight color (currently unused).
Selected menu item highlight color.

Activated menu item highlight color.

Inactive menu item highlight color.

```

<BACKGROUND>
<VIDEO>sfback.png</VIDEO>
<VIDEO-LAYER>0</VIDEO-LAYER>
<CROP-AND-ADJUST-INFO>
<BRIGHTNESS>0.5</BRIGHTNESS>
<BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB>
<CONTRAST>0.5</CONTRAST>
<CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>
<CONTRAST-CENTER>0.50</CONTRAST-CENTER>
<CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-CENTER-
RGB>
<COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>
<ALPHA>1.00</ALPHA>
<CROP>0.25, 0.2, 0.75, 0.8</CROP>
</CROP-AND-ADJUST-INFO>
<AUDIO>BigBeat.wav</AUDIO>
<MODE>ZoomFit</MODE>
<HIGHLIGHT-MASK>
<MEDIA>menu_14.psd</MEDIA>
<LAYER>3</LAYER>
<CROP-AND-ADJUST-INFO>
<BRIGHTNESS>0.5</BRIGHTNESS>
<BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB>
<CONTRAST>0.5</CONTRAST>
<CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>
<CONTRAST-CENTER>0.5</CONTRAST-CENTER>
<CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-CENTER-
RGB>
<COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>
<ALPHA>1.00</ALPHA>
<CROP>0.000, 0.000, 1.000, 1.000</CROP>
</CROP-AND-ADJUST-INFO>
<HIGHLIGHT-MASK>
<HIGHLIGHT-MASK-MAPPING>Transparency</HIGHLIGHT-MASK-
MAPPING>
</BACKGROUND>

```

Background:

- Image/video
- Image layer (PSD)
- Crop and adjust details.
 - Overall brightness
 - Brightness by color channel
 - Overall contrast
 - Contrast by color channel
 - Contrast center point
 - Contrast center point (rgb)
 - Colorization by color channel
 - Alpha (1.0 = opaque)
 - Crop rectangle (x1,y1,x2,y2)
- Audio
- Stretch mode
- Highlight mask image options.
 - Image filename
 - Image layer (PSD files)
 - Crop and adjust details.
- Highlight mask mapping style

```

<BUTTONS>
<ITEM-BUTTON>
  <TEXT-INFO>
    <FONT-NAME>Tahoma</FONT-NAME>
    <FONT-SIZE>10</FONT-SIZE>
    <COLOR>240, 240, 240, 255</COLOR>
    <STYLE>Bold,Shadow</STYLE>
    <SHADOW>
      <XOFFSET>0.05</XOFFSET>
      <YOFFSET>0.06</YOFFSET>
      <BLUR>0.01</BLUR>
      <COLOR>16, 16, 16, 255</COLOR>
    </SHADOW>
    <HALIGN>Center</HALIGN>
    <VALIGN>Center</VALIGN>
  </TEXT-INFO>
  <MAINTAIN-ASPECT-RATIO>TRUE</MAINTAIN-ASPECT-RATIO>
  <DEFAULT-GRAPHIC>0</DEFAULT-GRAPHIC>
</ITEM-BUTTON>

```

"Button" information

Menu item (button) information:

- What the text looks like
 - Font
 - Font size
 - Color
 - Styles
 - Shadow information
 - Shadow X offset
 - Shadow Y offset
 - Shadow blur amount
 - Shadow color
 - Horizontal alignment
 - Vertical alignment
- Maintain aspect ratio flag for button text
- Index of default graphic

```

<NEXT-BUTTON>
<TEXT-INFO>
  <FONT-NAME>Tahoma</FONT-NAME>
  <FONT-SIZE>10</FONT-SIZE>
  <COLOR>240, 240, 240, 255</COLOR>
  <STYLE>Bold,Shadow</STYLE>
  <SHADOW>
    <XOFFSET>0.05</XOFFSET>
    <YOFFSET>0.06</YOFFSET>
    <BLUR>0.01</BLUR>
    <COLOR>16, 16, 16, 255</COLOR>
  </SHADOW>
  <HALIGN>Center</HALIGN>
  <VALIGN>Center</VALIGN>
</TEXT-INFO>
<MAINTAIN-ASPECT-RATIO>TRUE</MAINTAIN-ASPECT-RATIO>
<DEFAULT-GRAPHIC>0</DEFAULT-GRAPHIC>
</NEXT-BUTTON>

```

Next button (to move to the next page).

```

<PREV-BUTTON>
<TEXT-INFO>
  <FONT-NAME>Tahoma</FONT-NAME>
  <FONT-SIZE>10</FONT-SIZE>
  <COLOR>240, 240, 240, 255</COLOR>
  <STYLE>Bold,Shadow</STYLE>
  <SHADOW>
    <XOFFSET>0.05</XOFFSET>
    <YOFFSET>0.06</YOFFSET>
    <BLUR>0.01</BLUR>
    <COLOR>16, 16, 16, 255</COLOR>
  </SHADOW>
  <HALIGN>Center</HALIGN>
  <VALIGN>Center</VALIGN>
</TEXT-INFO>
<MAINTAIN-ASPECT-RATIO>TRUE</MAINTAIN-ASPECT-RATIO>
<DEFAULT-GRAPHIC>0</DEFAULT-GRAPHIC>
</PREV-BUTTON>

```

Previous button (to move to the previous page).

```

<UP-BUTTON>
<TEXT-INFO>
  <FONT-NAME>Tahoma</FONT-NAME>
  <FONT-SIZE>10</FONT-SIZE>
  <COLOR>240, 240, 240, 255</COLOR>
  <STYLE>Bold,Shadow</STYLE>
  <SHADOW>
    <XOFFSET>0.05</XOFFSET>

```

Up or Back button.

```

    <YOFFSET>0.06</YOFFSET>
    <BLUR>0.01</BLUR>
    <COLOR>16, 16, 16, 255</COLOR>
  </SHADOW>
  <HALIGN>Center</HALIGN>
  <VALIGN>Center</VALIGN>
</TEXT-INFO>
<MAINTAIN-ASPECT-RATIO>TRUE</MAINTAIN-ASPECT-RATIO>
<DEFAULT-GRAPHIC>0</DEFAULT-GRAPHIC>
</UP-BUTTON>
</BUTTONS>

```

```

<TITLE>
  <TEXT-INFO>
    <FONT-NAME>Tahoma</FONT-NAME>
    <FONT-SIZE>24</FONT-SIZE>
    <COLOR>240, 240, 240, 255</COLOR>
    <STYLE>Bold,Shadow</STYLE>
    <SHADOW>
      <XOFFSET>0.03</XOFFSET>
      <YOFFSET>0.04</YOFFSET>
      <BLUR>0.03</BLUR>
      <COLOR>16, 16, 16, 255</COLOR>
    </SHADOW>
    <HALIGN>Center</HALIGN>
    <VALIGN>Center</VALIGN>
  </TEXT-INFO>
  <MAINTAIN-ASPECT-RATIO>TRUE</MAINTAIN-ASPECT-RATIO>
</TITLE>

```

```

<SETTINGS>
  <FLICKER-REDUCTION>0</FLICKER-REDUCTION>
  <MENU-LENGTH>30.000000</MENU-LENGTH>
  <LOOP-POINT>0</LOOP-POINT>
</SETTINGS>
</MENU>

```

```

<GRAPHICS-LIST>
<GRAPHIC>
  <TYPE>Menu</TYPE>
  <NAME>Standard Button</NAME>
  <FACE>Button-Shape.png</FACE>
  <FACE-LAYER>0</FACE-LAYER>
  <FACE-CROP-AND-ADJUST-INFO>
    <BRIGHTNESS>0.5</BRIGHTNESS>
    <BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB>
    <CONTRAST>0.5</CONTRAST>
    <CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>
    <CONTRAST-CENTER>0.5</CONTRAST-CENTER>
    <CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-CENTER-
RGB>
    <COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>
    <ALPHA>1.00</ALPHA>
    <CROP>0.000, 0.000, 1.000, 1.000</CROP>
  </FACE-CROP-AND-ADJUST-INFO>
  <FACE-ALPHA></FACE-ALPHA>
  <FACE-ALPHA-LAYER>0</FACE-ALPHA-LAYER>
  <FACE-ALPHA-CROP-AND-ADJUST-INFO>
    <BRIGHTNESS>0.5</BRIGHTNESS>
    <BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB>
    <CONTRAST>0.5</CONTRAST>
    <CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>
    <CONTRAST-CENTER>0.5</CONTRAST-CENTER>
    <CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-CENTER-
RGB>
    <COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>

```

Text Title information.

- What the title text looks like
 - Font
 - Font size
 - Color
 - Styles
 - Shadow information
 - Shadow X offset
 - Shadow Y offset
 - Shadow blur amount
 - Shadow color
 - Horizontal alignment
 - Vertical alignment
- Maintain aspect ratio flag

Miscellaneous menu settings.

Flicker reduction (0 = disabled, 65535 = enabled)

Menu length in seconds

Loop point in seconds

Graphics list for all menu item and other arrow buttons:

- Type of graphic
 - Optional name
 - Face image
 - Face image layer (for PSD)
 - Face crop and adjust details
-
- Alpha image
 - Alpha image layer (for PSD)
 - Alpha crop and adjust details

```

    <ALPHA>1.00</ALPHA>
    <CROP>0.000, 0.000, 1.000, 1.000</CROP>
  </FACE-ALPHA-CROP-AND-ADJUST-INFO>
  <MASK>Button-Mask.png</MASK>
  <MASK-LAYER>0</MASK-LAYER>
  <MASK-CROP-AND-ADJUST-INFO>
    <BRIGHTNESS>0.5</BRIGHTNESS>
    <BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB>
    <CONTRAST>0.5</CONTRAST>
    <CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>
    <CONTRAST-CENTER>0.5</CONTRAST-CENTER>
    <CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-CENTER-
RGB>
    <COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>
    <ALPHA>1.00</ALPHA>
    <CROP>0.000, 0.000, 1.000, 1.000</CROP>
  </MASK-CROP-AND-ADJUST-INFO>
  <HIGHLIGHTING>
    <STYLE>CUSTOM</STYLE>
    <MASK-MAPPING>TRANSPARENCY</MASK-MAPPING>
    <MASK>Frame3.png</MASK>
    <LAYER>0</LAYER>
    <CROP-AND-ADJUST-INFO>
      <BRIGHTNESS>0.5</BRIGHTNESS>
      <BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB>
      <CONTRAST>0.5</CONTRAST>
      <CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>
      <CONTRAST-CENTER>0.5</CONTRAST-CENTER>
      <CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-CENTER-
RGB>
      <COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>
      <ALPHA>1.00</ALPHA>
      <CROP>0.000, 0.000, 1.000, 1.000</CROP>
    </CROP-AND-ADJUST-INFO>
  </HIGHLIGHTING>
  <MAINTAIN-ASPECT-RATIO>TRUE</MAINTAIN-ASPECT-RATIO>
</GRAPHIC>

<GRAPHIC>
  <TYPE>Next</TYPE>
  <NAME>Next Page</NAME>
  <FACE>Next-Button-Shape.png</FACE>
  <FACE-LAYER>0</FACE-LAYER>
  <FACE-CROP-AND-ADJUST-INFO>
    ...
    ...
</GRAPHIC>

<GRAPHIC>
  <TYPE>Previous</TYPE>
  <NAME>Previous Page</NAME>
  <FACE>Prev-Button-Shape.png</FACE>
  <FACE-LAYER>0</FACE-LAYER>
  <FACE-CROP-AND-ADJUST-INFO>
    ...
    ...
</GRAPHIC>

<GRAPHIC>
  <TYPE>Back</TYPE>
  <NAME>Up one level</NAME>
  <FACE>Up-Button-Shape.png</FACE>
  <FACE-LAYER>0</FACE-LAYER>
  <FACE-CROP-AND-ADJUST-INFO>
    ...
    ...
</GRAPHIC>

```

- Mask image
- Mask image layer (for PSD)
- Mask crop and adjust details

- Optional button-specific highlighting information

- Maintain aspect ratio flag

```

<GRAPHIC>
  <TYPE>Menu, Global</TYPE>
  <NAME>Rectangle Button (Global)</NAME>
  <FACE>Global-Button01-Shape.png</FACE>
  <FACE-LAYER>0</FACE-LAYER>
  <FACE-CROP-AND-ADJUST-INFO>
  ...
  ...
  <MASK>Global-Button01-Mask.png</MASK>
  <MASK-LAYER>0</MASK-LAYER>
  <MASK-CROP-AND-ADJUST-INFO>
  ...
  ...
</GRAPHIC>

```

Global graphics. By using the *Global* keyword in the type, graphics can be listed in the Common Graphics Collection.

```

<GRAPHIC>
  <TYPE>Menu, Global</TYPE>
  <NAME>Ellipse Button (Global)</NAME>
  <FACE>Global-Button02-Shape.png</FACE>
  <FACE-LAYER>0</FACE-LAYER>
  <FACE-CROP-AND-ADJUST-INFO>
  ...
  ...
  <MASK>Global-Button02-Mask.png</MASK>
  <MASK-LAYER>0</MASK-LAYER>
  <MASK-CROP-AND-ADJUST-INFO>
  ...
  ...
</GRAPHIC>

```

```

</GRAPHICS-LIST>

```

```

<BACKGROUNDS-LIST>
<BACKGROUND>
  <NAME>Background 1</NAME>
  <VIDEO>Background1.jpg</VIDEO>
  <LAYER>0</LAYER>
  <CROP-AND-ADJUST-INFO>
    <BRIGHTNESS>0.5</BRIGHTNESS>
    <BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB>
    <CONTRAST>0.5</CONTRAST>
    <CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>
    <CONTRAST-CENTER>0.5</CONTRAST-CENTER>
    <CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-CENTER-
RGB>
    <COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>
    <ALPHA>1.00</ALPHA>
    <CROP>0.000, 0.000, 1.000, 1.000</CROP>
  </CROP-AND-ADJUST-INFO>
</BACKGROUND>

```

Global backgrounds. These alternate backgrounds appear in the Backgrounds Window (in addition to the main background video object found in the <MENU><BACKGROUND> tag.)

```

<BACKGROUND>
  <NAME>Background 2</NAME>
  <VIDEO>Background2.jpg</VIDEO>
  <LAYER>0</LAYER>
  <CROP-AND-ADJUST-INFO>
    <BRIGHTNESS>0.5</BRIGHTNESS>
    <BRIGHTNESS-RGB>0.5, 0.5, 0.5, 0.0</BRIGHTNESS-RGB>
    <CONTRAST>0.5</CONTRAST>
    <CONTRAST-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-RGB>
    <CONTRAST-CENTER>0.5</CONTRAST-CENTER>
    <CONTRAST-CENTER-RGB>0.5, 0.5, 0.5, 0.0</CONTRAST-CENTER-
RGB>
    <COLORIZE>0.0, 0.0, 0.0, 0.0</COLORIZE>

```

```
<ALPHA>1.00</ALPHA>  
<CROP>0.000, 0.000, 1.000, 1.000</CROP>  
</CROP-AND-ADJUST-INFO>  
</BACKGROUND>  
</BACKGROUNDS-LIST>  
  
</DVDA-THEME>
```

XML Theme Specifications

The following specifications outline all the options for each XML tag for a DVD Architect theme. These are listed in hierarchical order — generally in the order you’d use these tags. In most cases, parameters can be safely omitted if you would prefer to use default values.

<THEME-INFORMATION>

This tag specifies information about the theme.

Tag inside <THEME-INFORMATION>	Type	Description
<NAME>	String	Theme name. Must be unique among all themes.
<UINAME>	String	Theme name as it is displayed in the user interface of the application. If <UINAME> is empty, <NAME> is used to display the theme name in the application.
<AUTHOR>	String	Theme author.
<COPYRIGHT>	String	Theme copyright information.
<ABOUT>	String	Theme additional information.
<PROTECTED>	Bool (true (default), or false)	Indicates whether or not the theme is protected, meaning it cannot be overwritten.

The string “Default” is reserved for the <NAME> tag string and should not be used.

<MENU>

This tag specifies all the information about a DVD menu. This includes layout information [<LAYOUT>](#), background information [<BACKGROUND>](#), highlight information [<HIGHLIGHTING>](#), button information [<BUTTONS>](#), and title information [<TITLE>](#). The options for these are listed below.

<MENU>|<LAYOUT>

The <LAYOUT> section under the <MENU> section contains either a <GRID> section or a <POSITIONAL> section, but never both. The following table illustrates the entries for the <LAYOUT> section.

Tag inside <MENU> <LAYOUT>	Type	Description
<NAME>	String	Layout name (currently unused).
<GRID> ... </GRID>		A grid layout is used to define general positioning, sizing and media for button items for placement in a row and column fashion. Applying a grid layout theme to a menu updates the existing buttons but never adds any new buttons. See below for <GRID> description.
<i>OR</i>		
<POSITIONAL> ... </POSITIONAL>		A positional layout is used to define positioning, sizing and media for all menu items including buttons, text items and graphic items. Applying a positional layout theme repositions individual items exactly as defined in the them. See the "Additional Information" section in this document for further details. See below for <POSITIONAL> description.

<MENU>|<LAYOUT>|<GRID>

The following table lists the options for the <GRID> tag under the <LAYOUT> section. All of these parameters are optional and will be set to default values if unspecified.

Tag inside <MENU> <LAYOUT> <GRID>	Type	Description
<TITLE>	Rectangle (x1,y1,x2,y2) all ranges are [0..1]	Specifies the x1,y1,x2,y2 values for where the title text of the menu should be placed. The values are in the range of [0..1], where 0 is the left or top and 1 is the right or bottom.
<SETTINGS>		Starts the settings block for the grid.
<MAX-PER-PAGE>	Integer range is [1..36]	Maximum number of items per page — reserved for future use. Just set to a default (eg. 6).
<MARGIN>	Rectangle (x1,y1,x2,y2) all ranges are [0..1]	Margin rectangle to which items will be bound (ranges [0..1]).
<ORIENTATION>	Horizontal or Vertical (default)	Horizontal — Items are arranged horizontally first Vertical — Items are arranged vertically first.
<ITEMSPACE>	X, Y (x,y) [0..1] for both	Spaces between items in the grid with ranges [0..1].
<BLOCK-HALIGN>	Left , Center (default) or Right	Specifies the horizontal alignment for all menu items in the menu.
<BLOCK-VALIGN>	Top , Center (default) or Bottom	Specifies the vertical alignment for all menu items in the menu.
</SETTINGS>		Ends the settings block.
<ITEM-BUTTON>		Starts a menu-item button block.
<ITEMRECT>	Rectangle (x1,y1,x2,y2) all ranges are [0..1]	Specifies the rectangle indicating the size of the item. X1 and Y1 should be 0, and X2 and Y2 specify the size of the item. Menu items are placed according to the grid settings, so the position is not used.
<IMAGE>	Rectangle (x1,y1,x2,y2) all ranges are [0..1]	Specifies the relative rectangle inside <ITEMRECT> that represents the image placement. The valid ranges for each parameter are [0..1] (0 is the left or top of <ITEMRECT>; 1 is the right or bottom of <ITEMRECT>).
<TEXT>	Rectangle (x1,y1,x2,y2) all ranges are [0..1]	Specifies the relative rectangle inside <ITEMRECT> that represents the text placement.
<SHOWIMAGE>	Bool (true (default), or false)	Indicates whether or not the menu item button shows the image portion of the link.
<SHOWTEXT>	Bool (true (default), or false)	Indicates whether or not the menu item button shows the text portion of the link.
</ITEM-BUTTON>		Ends the menu item button block.
<NEXT-BUTTON> ... </NEXT-BUTTON>		<ul style="list-style-type: none"> • These parameters specify the properties for the next page button in a multipage menu. • All parameters in this block are the same as the <ITEM-BUTTON> with one exception: the <ITEMRECT> tag specifies the absolute position of the next button (instead of just size). Also, the <SHOWIMAGE> and <SHOWTEXT> tags are currently unsupported.
<PREV-BUTTON> ... </PREV-BUTTON>		<ul style="list-style-type: none"> • These parameters specify the properties for the previous page button in a multipage menu. • All parameters in this block are the same as the <ITEM-BUTTON> with one exception: the <ITEMRECT> tag specifies the absolute position of the previous button (instead of just size). Also, the <SHOWIMAGE> and <SHOWTEXT> tags are currently unsupported.
<UP-BUTTON>		<ul style="list-style-type: none"> • These parameters specify the properties for

... </UP-BUTTON>		the Up (or Back) page button in a child menu. <ul style="list-style-type: none">• All parameters in this block are the same as the <ITEM-BUTTON> with one exception: the <ITEMRECT> tag specifies the absolute position of the up button (instead of just size). Also, the <SHOWIMAGE> and <SHOWTEXT> tags are currently unsupported.
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<MENU>|<LAYOUT>|<POSITIONAL>

The following table lists the options for the <GRID> tag under the <LAYOUT> section. All of these parameters are optional and will be set to default values if unspecified.

Tag inside <MENU> <LAYOUT> <POSITIONAL>	Type	Description
<TITLE>		Starts the title block for the positional layout.
<TEXT>	String	Specifies the title text.
<ITEMRECT>	Rectangle (x1,y1,x2,y2) all ranges are [0..1]	Specifies the x1,y1,x2,y2 values for where the title text of the menu should be placed. The values are in the range of [0..1], where 0 is the left or top and 1 is the right or bottom.
<TEXT-INFO> ... </TEXT-INFO>		See below for <TEXT-INFO> description.
</TITLE>		Ends the title block.
<TEXT-ITEMS>		Starts the text items block for the positional layout.
<TEXT-ITEM>		Starts a text item block.
<ITEMRECT>	Rectangle (x1,y1,x2,y2) all ranges are [0..1]	Specifies the x1,y1,x2,y2 values for where the text should be placed. The values are in the range of [0..1], where 0 is the left or top and 1 is the right or bottom.
<TEXT>	String	Specifies the text.
<TEXT-INFO> ... </TEXT-INFO>		See below for <TEXT-INFO> description.
<MAINTAIN-ASPECT-RATIO>	Bool (true (default), or false)	Indicates whether or not the text maintains its width and height proportions within the <ITEMRECT> bounds.
</TEXT-ITEM>		Ends a text item block.
</TEXT-ITEMS>		Ends the text items block.
<GRAPHIC-ITEMS>		Starts the graphic items block for the positional layout.
<GRAPHIC>		Starts a graphic block.
<ITEMRECT>	Rectangle (x1,y1,x2,y2) all ranges are [0..1]	Specifies the x1,y1,x2,y2 values for where the graphic should be placed. The values are in the range of [0..1], where 0 is the left or top and 1 is the right or bottom.
<MEDIA-INFO>		Starts the media info block for the graphic item.
<MEDIA>	Filename	Specifies a video file or still image as the graphic.
<LAYER>	Integer range is [0...]	When specifying a PSD file for <MEDIA>, this specifies the 1-based layer index of the image to be used as the graphic, with 0 denoting the composite image. Unused otherwise.
<CROP-AND-ADJUST-INFO> ... </CROP-AND-ADJUST-INFO>		Specifies the crop and adjust information for the graphic. See below for the <CROP-AND-ADJUST-INFO> block description.
</MEDIA-INFO>		Ends the media info block.
<START-TIME>	Floating point value range is [0..1]	When using an animated graphic, this specifies either the start time within the video (if <ANIMATED> is true), or the still frame time within the video (if <ANIMATED> is false).
<ANIMATED>	Bool (true , or false (default))	Specifies whether or not the graphic should animate.
<MAINTAIN-ASPECT-RATIO>	Bool	Indicates whether or not the graphic maintains

		(true (default), or false)	its width and height proportions within the <ITEMRECT> bounds.
	</GRAPHIC>		Ends a graphic block.
	</GRAPHIC-ITEMS>		Ends the graphic items block.
<BUTTONS>			
	<BUTTON>		Starts a button block.
	<TYPE>	Menu, Next, Previous or Back	Specifies the type of button.
	<ITEMRECT>	Rectangle (x1,y1,x2,y2) all ranges are [0..1]	Specifies the x1,y1,x2,y2 values for where the button as a whole should be placed. The values are in the range of [0..1], where 0 is the left or top and 1 is the right or bottom.
	<IMAGERECT>	Rectangle (x1,y1,x2,y2) all ranges are [0..1]	Specifies the relative rectangle inside <ITEMRECT> that represents the image placement. The valid ranges for each parameter are [0..1] (0 is the left or top of <ITEMRECT>; 1 is the right or bottom of <ITEMRECT>).
	<TEXTRECT>	Rectangle (x1,y1,x2,y2) all ranges are [0..1]	Specifies the relative rectangle inside <ITEMRECT> that represents the text placement.
	<STYLE>	Image, Text or Image-And-Text (default: Image-And-Text)	Specifies which elements of the button are shown.
	<TEXT>	String	Specifies the button text.
	<TEXT-INFO> ... </TEXT-INFO>		Specifies the text formatting for the button. See below for the <TEXT-INFO> block description.
	<GRAPHIC-INFO>		Specifies the graphic information block for the button.
	<MASK>		Starts the mask block for the graphic portion of the button.
	<MEDIA>	Filename	Specifies a video file or still image as the mask graphic.
	<LAYER>	Integer range is [0...]	When specifying a PSD file for <MEDIA>, this specifies the 1-based layer index of the image to be used as the mask graphic, with 0 denoting the composite image. Unused otherwise.
	<CROP-AND-ADJUST-INFO> ... </CROP-AND-ADJUST-INFO>		Specifies the crop and adjust information for the mask of the button. See below for the <CROP-AND-ADJUST-INFO> block description.
	</MASK>		Ends the mask block.
	<FACE>		Starts the face block for the graphic within the button.
	<MEDIA-INFO>		Starts the media information block for the face.
	<MEDIA>	Filename	Specifies a video file or still image as the mask graphic.
	<LAYER>	Integer range is [0...]	When specifying a PSD file for <MEDIA>, this specifies the 1-based layer index of the image to be used as the mask graphic, with 0 denoting the composite image. Unused otherwise.
	<CROP-AND-ADJUST-INFO> ... </CROP-AND-ADJUST-INFO>		Specifies the crop and adjust information for the face of the button. See below for the <CROP-AND-ADJUST-INFO> block description.
	</MEDIA-INFO>		Ends the media information block.
	<START-TIME>	Floating point value range is [0..1]	When using an animated graphic, this specifies either the start time within the video (if <ANIMATED> is true), or the still frame time within the video (if <ANIMATED> is false).
	<ANIMATED>	Bool (true, or false (default))	Specifies whether or not the graphic should animate.
	</FACE>		Ends the face block.

		<FACE-ALPHA>		Stats the face alpha block for the graphic portion of the button.
		<MEDIA>	Filename	Specifies a video file or still image as the face alpha graphic.
		<LAYER>	Integer range is [0...]	When specifying a PSD file for <MEDIA>, this specifies the 1-based layer index of the image to be used as the face alpha graphic, with 0 denoting the composite image. Unused otherwise.
		<CROP-AND-ADJUST-INFO> ... <CROP-AND-ADJUST-INFO>		Specifies the crop and adjust information for the face alpha of the button. See below for the <CROP-AND-ADJUST-INFO> block description.
		</FACE-ALPHA>		Ends the face alpha block.
		</GRAPHIC-INFO>		Ends the graphic information block.
		<HIGHLIGHT>		Starts the highlight information block for the button.
		<STYLE>	Block, Block-Text, Block-Image, Mask, Mask-Text, Mask-Image, Underline or Custom (default: Block)	Specifies highlight style as follows: Block: rectangular overlay over entire button Block-Text: rectangular overlay over text Block-Image: rectangular overlay over image Mask: masked overlay over entire button Mask-Text: masked overlay over text Mask-Image: masked overlay over image Underline: underlines entire button
		<MASK-MAPPING>	Transparency, Intensity or Color-channel (default: Transparency)	Specifies the mask mapping mode: <ul style="list-style-type: none"> • Transparency – maps the alpha channel of the highlight mask to the 4 selected or activated colors. The most opaque pixels get mapped to color 1, and the most transparent pixels to color 4. • Intensity – maps the average pixel intensity of the highlight mask to the 4 selected or activated colors. Lightest pixels get mapped to color 1, darkest to color 4. • Color-channel – maps colors, such that a pixel containing any red channel component uses color 1, a pixel containing any green channel component uses color 2, a pixel containing any blue component uses color 3, and a completely black pixel uses color 4.
		<MASK>	Filename	Specifies the filename of the highlight mask.
		<LAYER>	Integer range is [0...]	When specifying a PSD file for <MASK>, this specifies the 1-based layer index of the image to be used as the highlight mask, with 0 denoting the composite image. Unused otherwise.
		<CROP-AND-ADJUST-INFO> ... <CROP-AND-ADJUST-INFO>		Specifies the crop and adjust information for the highlight mask for the button. See below for the <CROP-AND-ADJUST-INFO> block description.
		</HIGHLIGHT>		Ends the highlight information block.
		<TEXT-MAINTAIN-ASPECT-RATIO>	Bool (true (default), or false)	Indicates whether or not the text maintains width and height proportions within the <TEXTRECT> bounds.
		<IMAGE-MAINTAIN-ASPECT-RATIO>	Bool (true (default), or false)	Indicates whether or not the graphics maintain their width and height proportions within the <IMAGERECT> bounds.
		<NAVIGATION>		Starts the navigation information block for the button.
		<LEFT>	Integer range is [-1 or 0...] (default: -1)	Specifies the index of the button which the highlight moves to when the Left button is pressed. The integer value specifies the 0-based index of the <BUTTON> within the

				<BUTTONS> block. The value -1 specifies that the destination button will be determined automatically.
		<RIGHT>	Integer range is [-1, or 0...] (default: -1)	Specifies the index of the button which the highlight moves to when the Right button is pressed.
		<UP>	Integer range is [-1, or 0...] (default: -1)	Specifies the index of the button which the highlight moves to when the Up button is pressed.
		<DOWN>	Integer range is [-1, or 0...] (default: -1)	Specifies the index of the button which the highlight moves to when the Down button is pressed.
		</NAVIGATION>		Ends the navigation information block for the button.
		</BUTTON>		Ends a button block.
		</BUTTONS>		Ends the buttons block.
		<END-ACTION>		Specifies the end action block for the positional layout.
		<COMMAND>	Loop, Hold or Activate-Button (default: Hold)	Specifies what to do upon reaching the end of the menu.
		<TIMEOUT>	Floating point value range is [0...]	If <COMMAND> is Activate-Button, this specifies how long to wait, in seconds, before activating the button. Otherwise unused.
		<BUTTON>	Integer range is [0...]	If <COMMAND> is Activate-Button, this specifies which button to activate upon reaching the end of the menu; the integer value specifies the 0-based index of the <BUTTON> within the <BUTTONS> block. Otherwise unused.
		</END-ACTION>		End of the buttons block.
		<REMOTE-BUTTONS>		Specifies the remote buttons block for the positional layout.
		<TITLE-PLAY>	Bool (true (default), or false)	Specifies whether or not the Title-Play button will be enabled for this menu.
		<STOP>	Bool (true (default), or false)	Specifies whether or not the Stop button will be enabled for this menu.
		<TIME-CHAPTER-SEARCH>	Bool (true (default), or false)	Specifies whether or not the Time-Chapter-Search button will be enabled for this menu.
		<PREVIOUS-UP>	Bool (true (default), or false)	Specifies whether or not the Previous / Up button will be enabled for this menu.
		<NEXT>	Bool (true (default), or false)	Specifies whether or not the Next button will be enabled for this menu.
		<FAST-SCAN>	Bool (true (default), or false)	Specifies whether or not the Fast-Scan button will be enabled for this menu.
		<BACKWARD-SCAN>	Bool (true (default), or false)	Specifies whether or not the Backward-Scan button will be enabled for this menu.
		<RESUME>	Bool (true (default), or false)	Specifies whether or not the Resume button will be enabled for this menu.
		<BUTTON-NAVIGATION>	Bool (true (default), or false)	Specifies whether or not the Button-Navigation button will be enabled for this menu.
		<PAUSE>	Bool (true (default), or false)	Specifies whether or not the Pause button will be enabled for this menu.
		<VIDEO-MODE>	Bool (true (default), or false)	Specifies whether or not the Video-Mode button will be enabled for this menu.
		</REMOTE-BUTTONS>		Ends the remote buttons block.

<TEXT-INFO>

This tag represents formatting information about text. It is used in the following tags:

<MENU>|<BUTTONS>
 <MENU>|<TITLE>
 <MENU>|<LAYOUT>|<POSITIONAL>|<TITLE>.

Tag	Type	Description
<FONT-NAME>	String	Specifies the font face.
<FONT-SIZE>	Integer [0..200]	Specifies the font size; use 0 for automatic scaling.
<COLOR>	RGBA color value (r,g,b,a) [0..255] for each	Specifies the text color.
<STYLE>	Any of: bold , italic , shadow (separated by commas) (default: none)	Specifies the style options for the text: <ul style="list-style-type: none"> • Bold – makes the text bold. • Italic – makes the text italics. • Shadow – adds a shadow to the text.
<SHADOW>		Starts the shadow block.
<XOFFSET>	Floating point value [0..1] (default: 0)	Indicates the X offset for the shadow. Units are standard between [0..1]. 0 represents the farthest left or top corner of the menu background, and 1 represents the farthest right or bottom corner of the menu.
<YOFFSET>	Floating point value [0..1] (default: 0)	Indicates the Y offset for the shadow. Units are standard between [0..1]. 0 represents the farthest left or top corner of the menu background, and 1 represents the farthest right or bottom corner of the menu.
<BLUR>	Floating point value [0..1] (default: 0)	Amount of blur to apply on the shadow.
<COLOR>	RGBA color value (r,g,b,a) [0..255] for each (default: 0, 0, 0, 255)	Color of the shadow.
</SHADOW>		Ends the shadow block.
<HALIGN>	Left , Center , Right (default: Center)	Specifies horizontal alignment of text.
<VALIGN>	Top , Center , Bottom (default: Center)	Specifies vertical alignment of text.

<CROP-AND-ADJUST-INFO>

This tag represents information about cropping and adjusting graphics. It is used in the following tags:

<MENU>|<LAYOUT>|<POSITIONAL>|<GRAPHIC-ITEMS>|<GRAPHIC>,
 <MENU>|<LAYOUT>|<POSITIONAL>|<BUTTON>|<BUTTON>|<GRAPHIC-INFO>|<FACE>,
 <MENU>|<BACKGROUND>
 <BACKGROUNDS-LIST>|<BACKGROUND>.

Tag	Type	Description
<BRIGHTNESS>	Floating point value range is [0..1] (default: 0.5)	Specifies the overall brightness for the graphic. 0 represents the darkest (black) and 1 represents the brightest (white).
<BRIGHTNESS-RGB>	Floating point RGBA color value (r,g,b,a) (default: 0.5, 0.5, 0.5, 0.0)	Specifies the individual brightnesses for the graphic based on color channels red, green and blue. 0 represents the darkest and 255 represents the brightest. (a, or alpha, is unused.)

<CONTRAST>	Floating point value range is [0..1] (default: 0.5)	Specifies the overall contrast for the graphic. 0 represents the least contrast and 1 represents the most contrast.
<CONTRAST-RGB>	Floating point RGBA color value (r,g,b,a) (default: 0.5, 0.5, 0.5, 0.0)	Specifies the individual contrasts for the graphic based on color channels red, green and blue. 0 represents the least contrast and 255 represents the most contrast. (a, or alpha, is unused.)
<CONTRAST-CENTER>	Floating point value range is [0..1] (default: 0.5)	Specifies the point around which the contrast is adjusted.
<CONTRAST-CENTER-RGB>	Floating point RGBA color value (r,g,b,a) (default: 0.5, 0.5, 0.5, 0.0)	Specifies the point, based on color channels, around which the contrast is adjusted. (a, or alpha, is unused.)
<COLORIZE>	Floating point RGBA color value (r,g,b,a) (default: 0.0, 0.0, 0.0, 0.0)	Specifies the colorization of the graphic.
<ALPHA>	Floating point value range is [0..1] (default: 1.0)	Specifies the transparency of the graphic. 0 represents fully transparent and 1 represents opaque.
<CROP>	Rectangle (x1,y1,x2,y2) all ranges are [0..1]	Specifies the cropping rectangle within <ITEMRECT>. The valid ranges for each parameter are [0..1] (0 is the left or top of <ITEMRECT>; 1 is the right or bottom of <ITEMRECT>).

<MENU>|<HIGHLIGHTING>

The <HIGHLIGHTING> block allows you to control how menu items are highlighted when selected. This is only shown on the DVD or while previewing from DVD Architect (not during editing). All of these parameters are optional and will be set to default values if unspecified.

The <SELECTED-COLORS>, <ACTIVATED-COLORS> and <INACTIVE-COLORS> blocks allow you to specify a 4 color palette that menu items (buttons) use for highlighting. For non-custom highlight masks, these colors should be specified such that the RGB components of each color are the same, while the A (alpha or transparency) component should proportionately decrease from the desired transparency level of the first color, down to a value of 0 (zero) for the last color.

Tag inside <MENU> <HIGHLIGHTING>	Type	Description
<STYLE>	One of: Block, Mask, Block-Text, Block-Image, Mask-Text, Mask-Image, Underline (default: Block)	Specifies the type of highlighting: <ul style="list-style-type: none"> • Block – draws a rectangular block around the combined text and image rectangle. • Mask – draws a mask around the image and text according to their shape. • Block-Text – draws a rectangular block around the text only. • Block-Image – draws a rectangular block around the image only. • Mask-Text – draws a mask around the text only. • Mask-Image – draws a mask around the image only. • Underline – draws a line under the item.
<COLOR>	RGBA color value	Specifies the color for the highlight. It is

	(r,g,b,a) [0..255] for each (default: 240, 240, 240, 128)	recommended to use transparency (via the A channel) so the menu items can be seen through the highlight. (This parameter is a legacy parameter from version 1.00)
<SELECTED-COLORS>		Specifies the button colors for the selected button.
<COLOR1>	RGBA color value (r,g,b,a) [0..255] for each (default: 240, 240, 240, 128)	Color set color 1.
<COLOR2>	RGBA color value (r,g,b,a) [0..255] for each (default: 240, 240, 240, 85)	Color set color 2.
<COLOR3>	RGBA color value (r,g,b,a) [0..255] for each (default: 240, 240, 240, 43)	Color set color 3.
<COLOR4>	RGBA color value (r,g,b,a) [0..255] for each (default: 240, 240, 240, 0)	Color set color 4.
</SELECTED-COLORS>		Ends the selected button color block.
<ACTIVATED-COLORS>		Specifies the button colors for the activated button.
<COLOR1>	RGBA color value (r,g,b,a) [0..255] for each (default: 240, 240, 240, 192)	Color set color 1.
<COLOR2>	RGBA color value (r,g,b,a) [0..255] for each (default: 240, 240, 240, 128)	Color set color 2.
<COLOR3>	RGBA color value (r,g,b,a) [0..255] for each (default: 240, 240, 240, 64)	Color set color 3.
<COLOR4>	RGBA color value (r,g,b,a) [0..255] for each (default: 240, 240, 240, 0)	Color set color 4.
</ACTIVATED-COLORS>		Ends the color palette for activated colors.
<INACTIVE-COLORS>		Specifies the button colors for the inactive buttons.
<COLOR1>	RGBA color value (r,g,b,a) [0..255] for each (default: 240, 240, 240, 192)	Color set color 1.
<COLOR2>	RGBA color value (r,g,b,a) [0..255] for each (default: 240, 240, 240, 128)	Color set color 2.
<COLOR3>	RGBA color value (r,g,b,a) [0..255] for each (default: 240, 240, 240, 64)	Color set color 3.
<COLOR4>	RGBA color value (r,g,b,a) [0..255] for each (default: 240, 240, 240, 0)	Color set color 4.
</INACTIVE-COLORS>		Ends the color palette for inactive colors.

<MENU>|<BACKGROUND>

The <BACKGROUND> block allows you to control the background audio, video, or still image for the menu. All of these parameters are optional and will be set to default values if unspecified.

Tag inside	Type	Description
<MENU> <BACKGROUND>		

<VIDEO>	Filename	Specifies a file for the background video file or still image.
<VIDEO-LAYER>	Integer range is [0...]	When specifying a PSD file for <VIDEO>, this specifies the 1-based layer index of the image to be used as the mask graphic, with 0 denoting the composite image. Unused otherwise.
<CROP-AND-ADJUST-INFO> ... <CROP-AND-ADJUST-INFO>		Specifies the crop and adjust information for the background graphic. See above for the <CROP-AND-ADJUST-INFO> block description.
<AUDIO>	Filename	Specify a file for the background audio.
<MODE>	Zoomfit, Letterbox, or Stretch (default: Zoomfit)	Specifies the type of stretch algorithm to fill the background: <ul style="list-style-type: none"> • Zoomfit – stretches the image proportionally until all of the image can fit (simulating a “zoom” effect). • Letterbox – stretches the image to fit the largest of width or height (leaving empty space on the horizontal or vertical edges). • Stretch – stretches the image in both directions to fit the background.
<HIGHLIGHT-MASK>		Starts the highlight mask block.
<MEDIA>	Filename	Specifies the filename of the background highlight mask image.
<LAYER>	Integer range is [0...]	When specifying a PSD file for <MEDIA>, this specifies the 1-based layer index of the image to be used as the background highlight mask image, with 0 denoting the composite image. Unused otherwise.
<CROP-AND-ADJUST-INFO> ... <CROP-AND-ADJUST-INFO>		Specifies the crop and adjust information for the background highlight mask. See above for the <CROP-AND-ADJUST-INFO> block description.
</HIGHLIGHT-MASK>		Ends the highlight mask block.
<HIGHLIGHT-MASK-MAPPING>	Transparency, Intensity or Color-channel (default: Transparency)	Specifies the mask mapping mode: <ul style="list-style-type: none"> • Transparency – maps the alpha channel of the highlight mask to the 4 selected or activated colors. The most opaque pixels get mapped to color 1, and the most transparent pixels to color 4. • Intensity – maps the average pixel intensity of the highlight mask to the 4 selected or activated colors. Lightest pixels get mapped to color 1, darkest to color 4. • Color-channel – maps colors, such that a pixel containing any red channel component uses color 1, a pixel containing any green channel component uses color 2, a pixel containing any blue component uses color 3, and a completely black pixel uses color 4.

<MENU>|<BUTTONS>

This section specifies information about how the buttons will look in the menu. This includes menu items and Next, Previous, and Up buttons. Note that although <MENU>|<LAYOUT> specified the size and location for the buttons, <MENU>|<BUTTONS> specifies the text information such as font, color, justification, and shadow information.

To specify information about a button, you would create an XML tag under <MENU>|<BUTTONS> to specify which button you are describing. This can be one of <ITEM-BUTTON> (for menu items), <NEXT-BUTTON> (for next buttons), <PREV-BUTTON> (for previous buttons) or <UP-BUTTON> (for the up button). Generally though, you should specify information about all buttons.

Tag	Type	Description
<TEXT-INFO> ... </TEXT-INFO>	Text info XML block	See above for <TEXT-INFO> description.
<MAINTAIN-ASPECT-RATIO>	Bool (true (default), or false)	Indicates whether or not the button text maintains width and height proportions within the <TEXTRECT> bounds specified in the corresponding button block in <MENU> <LAYOUT> <GRID>. Used in themes with grid layouts only (ie. unused in themes with position layouts).
<DEFAULT-GRAPHIC>	Integer range is [0...] (default: 0)	Specifies a 0-based index of the <GRAPHIC> block within the <GRAPHICS-LIST> block that should be used as the default graphic for the given type of button.

<MENU>|<TITLE>

This section specifies information about how the title text will look in the menu. The only option is currently the <TEXT-INFO> tag, as described above.

<MENU>|<SETTINGS>

This section specifies further information about how the menu will work and operate..

Tag inside <MENU> <SETTINGS>	Type	Description
<FLICKER-REDUCTION>	Integer [0 or 65535] (default: 0)	Specifies whether or not flicker reduction is enabled. Currently, 0 represents disabled and 65535 represents enabled.
<MENU-LENGTH>	Floating point value [0...] (default: 0)	Specifies the length of the menu in seconds. A length of 0 indicates that the menu length is auto-calculated.

<LOOP-POINT>	Floating point value [0...] (default: 0)	Specifies the offset, in seconds, into a menu at which point the text, graphics, and buttons are displayed.
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<GRAPHICS-LIST>

This section specifies all the default graphics used for buttons and menu items, as well as the graphics for buttons and menu items in a theme that uses a <MENU>|<LAYOUT>|<GRID> section. Each graphic must be in its own <GRAPHIC> section, and you can specify the following parameters within a <GRAPHIC> section:

Tag	Type	Description
<TYPE>	One of: Menu, Next, Previous, Back, Generic Additional parameters (separated by a comma): Global	This graphic can be a menu item graphic, a Next button, a Previous button, a Back button, or a Generic button. Generic buttons initially have no Thumbnail and their Link is initially not set (ie. Broken Link). The "Global" keyword allows the button to be displayed in graphic choosers that show the Common Graphics Collection. This is used for commonly used graphics (not-"theme" specific).
<NAME>	String	The graphic's textual name.
<FACE>	Filename	The image or video for the graphic.
<FACE-LAYER>	Integer range is [0...]	When specifying a PSD file for <FACE>, this specifies the 1-based layer index of the image to be used as the face graphic, with 0 denoting the composite image. Unused otherwise.
<FACE-CROP-AND-ADJUST-INFO> ... </FACE-CROP-AND-ADJUST-INFO>		Specifies the crop and adjust information for the face of the button. See above for the <CROP-AND-ADJUST-INFO> block description.
<FACE-ALPHA>	Filename	Optional grayscale alpha channel if <FACE> graphic media type doesn't support an alpha channel.
<FACE-ALPHA-LAYER>	Integer range is [0...]	When specifying a PSD file for <FACE-ALPHA>, this specifies the 1-based layer index of the image to be used as the face alpha channel graphic, with 0 denoting the composite image. Unused otherwise.
<FACE-ALPHA-CROP-AND-ADJUST-INFO> ... </FACE-ALPHA-CROP-AND-ADJUST-INFO>		Specifies the crop and adjust information for the face alpha of the button. See above for the <CROP-AND-ADJUST-INFO> block description.
<MASK>	Filename	A grayscale image indicating where the inside image will be positioned and cropped (where white is the image, and black is transparent).
<MASK-LAYER>	Integer range is [0...]	When specifying a PSD file for <MASK>, this specifies the 1-based layer index of the image to be used as the mask graphic, with 0 denoting the composite image. Unused otherwise.
<MASK-CROP-AND-ADJUST-INFO> ... </MASK-CROP-AND-ADJUST-INFO>		Specifies the crop and adjust information for the mask of the button. See above for the <CROP-AND-ADJUST-INFO> block description.
<HIGHLIGHTING> ... </HIGHLIGHTING>		Graphic specific highlighting information that can override some of the default highlighting information. See below for details about this block.
<MAINTAIN-ASPECT-RATIO>	Bool (true (default), or false)	Indicates whether or not the button graphic maintains width and height proportions within the <IMAGERECT> bounds specified in the corresponding button block in <MENU> <LAYOUT> <GRID>. Used in themes with grid layouts only (ie. unused in themes with position layouts).

<GRAPHICS-LIST>|<GRAPHIC>|<HIGHLIGHTING>

The <HIGHLIGHTING> block allows you to override the default highlighting style for the graphic, and allows you to choose a custom highlight mask.

Tag inside <GRAPHICS-LIST> <GRAPHIC> <HIGHLIGHTING>	Type	Description
<STYLE>	Block, Mask, Block-Text, Block-Image, Mask-Text, Mask-Image, Underline or Custom (default: Block)	Specifies the type of highlighting: <ul style="list-style-type: none"> • Block – draws a rectangular block around the combined text and image rectangle. • Mask – draws a mask around the image and text according to their shape. • Block-Text – draws a rectangular block around the text only. • Block-Image – draws a rectangular block around the image only. • Mask-Text – draws a mask around the text only. • Mask-Image – draws a mask around the image only. • Underline – draws a line under the item. • Custom – allows selecting a custom highlight mask from a file (see tags below this one).
<MASK>	Filename	Filename of a still image used as a highlight mask. This tag is only needed if the <STYLE> tag is set to “Custom”.
<LAYER>	Integer range is [0...]	When specifying a PSD file for <MASK>, this specifies the 1-based layer index of the image to be used as the mask graphic, with 0 denoting the composite image. Unused otherwise.
<MASK-MAPPING>	Transparency, Intensity or Color-channel (default: Transparency)	Specifies the mask mapping mode: <ul style="list-style-type: none"> • Transparency – maps the alpha channel of the highlight mask to the 4 selected or activated colors. Most opaque pixels get mapped to color 1, and most transparent pixels to color 4. • Intensity – maps the average pixel intensity of the highlight mask to the 4 selected or activated colors. Lightest pixels get mapped to color 1, darkest to color 4. • Color-channel – maps colors, such that a pixel containing any red channel component uses color 1, a pixel containing any green channel component uses color 2, a pixel containing any blue component uses color 3, and a completely black pixel uses color 4.
<CROP-AND-ADJUST-INFO> ... <CROP-AND-ADJUST-INFO>		Specifies the crop and adjust information for the highlight mask. See above for the <CROP-AND-ADJUST-INFO> block description.

<BACKGROUNDS-LIST>

This section specifies all the additional backgrounds available in a theme. Each background must be in its own <BACKGROUND> section, and you can specify the following parameters:

Tag	Type	Description
<NAME>	String	The background's textual name.
<VIDEO>	Filename	The image or video for the background.
<LAYER>	Integer range is [0...]	When specifying a PSD file for <VIDEO>, this specifies the 1-based layer index of the image to be used as the background graphic, with 0 denoting the composite image. Unused otherwise.
<CROP-AND-ADJUST-INFO> ... <CROP-AND-ADJUST-INFO>		Specifies the crop and adjust information for the background graphic. See above for the <CROP-AND-ADJUST-INFO> block description.

Theme Design Guidelines

The easiest way to design a theme is to take an existing one that closely matches a layout that you are interested in, create a copy, and modify its name and contents. Themes are installed to a subfolder below the DVD Architect program folder.

When DVD Architect runs, it unzips the themes into a `_Themes` folder. Do not manually try to add or delete files in the `_Themes` folder. Any new themes in the Themes folder will be automatically unzipped when needed. Also, DVD Architect will pick up changes you make to existing themes (by unzipping the appropriate themes again) if it detects that a theme's file size has changed. If you modify a theme file and your changes do not change the theme's file size, DVD Architect will not detect the change (for optimization reasons during loading). If you want to manually force a refresh of the themes, delete the `_Themes` folder.

Note: You must have administrator privileges on the computer to modify the Themes or `_Themes` folder.

Note: Never delete the main Themes folder!

Some guidelines should be taken into account when designing themes. For instance, if a theme will be distributed among different systems, you should ensure that only common system fonts are used for text items and that graphic files aren't too large so the theme file doesn't require a lot of disc space.

Most of these considerations are common sense. However, there are some not-so-trivial guidelines that are worth mentioning.

Guideline	Reasons
Colors should be in range [16...240]	<ul style="list-style-type: none">• The color space for TVs (as defined by the NTSC standard) is limited to the range of about 16 to 240. Therefore, you shouldn't use pure colors such as pure black (0,0,0) or pure white (255, 255, 255) as these colors will appear oversaturated on some displays.• Keep in mind that any color that is saturated in one channel (for instance, 50, 255, 50) will be oversaturated as well.• Keep all graphical elements within these ranges as well. You can use the Vegas Broadcast Colors filter or any image editor's Adjust Levels function to see and adjust the levels in the image.
Keep graphical and text items inside safe areas	<ul style="list-style-type: none">• It is not a good idea to position text items or buttons outside the title safe region on a DVD. On many TVs, pixels outside of this region may not be viewable.• Although you can customize the title and action safe regions in DVD Architect, it is recommended to have objects within 20% of the work area (0.1, 0.1, 0.9, 0.9).
Make sure you have all available button options	<ul style="list-style-type: none">• Test your theme with a page that has Next, Previous and Back buttons.• Also, enable text for all items (such as Next, Previous, and Back buttons) by right-clicking an object and choosing <i>Link > Text and Image</i>. Make sure you've defined rectangles for all text items as well.

Animation

- You can use animations (animated GIFs) or videos (AVIs, MPGs, etc.) for menus, buttons and any alpha channel or mask. This allows for very interesting motion menus. However, keep in mind that animated masks will not have the proper highlighting effect if the "Mask Overlay" (or one of its derivatives) is used.

DVD masks are not animated, so only the first frame will be used.

Additional Information for DVD Architect Themes

Positional Themes

Applying a theme with a positional layout repositions items exactly as defined in the theme. This will operate differently depending on how many buttons already exist on the menu to which the theme is applied.

For buttons:

- if the menu has no buttons yet, all the buttons from the theme will be added
- if the menu has more buttons than in the theme, the first buttons will be updated based on the theme and the extra buttons will not change (this uses “button order”, as defined in the online help)
- if the menu has less buttons than in the theme, only the existing buttons will be updated and no new buttons will be added

For text items and graphic items:

- existing items on the menu are updated based on the theme
- extra items defined in the theme are added to the menu (based on “object order”, as defined in the online help)
- extra items in the menu are not updated (based on “object order”, as defined in the online help)

Grid Themes

When applying a theme with a grid layout, if no background video is defined in the theme, the menu’s background video will not change. Similarly, if no background audio is defined in the theme, the menu’s background audio will not change.