

XBMC User Guide

(or, *The Hitch-hiker's Guide to the XBMC*)

This guide is a distillation of information from some of the many excellent on-line sources available for the XBMC system. This guide does not cover installing XBMC, advanced usage concepts, or development. If you're not finding what you need here, then you may wish to go to one of these sources for more current &/or more in-depth information:

XBMC Quick Start Guide: http://xbmc.org/wiki/?title=XBMC_Quick_Start_Guide

The official XBMC on-line Wiki documentation: http://xbmc.org/wiki/?title=XBMC_Online_Manual

The Wikipedia entry (the English version): <http://en.wikipedia.org/wiki/XBMC>

Downloading and installing XBMC for your computer: <http://xbmc.org/download/>

The official on-line forums (support, how-to, FAQ, etc): <http://xbmc.org/forum/>

There are *many* XBMC videos available on YouTube. The three listed here could be useful examples:

- <http://www.youtube.com/watch?v=oiU1yiusfSE>
- <http://www.youtube.com/watch?v=Kw-IJYfo78w>
- <http://www.youtube.com/watch?v=bCx0XtWB37w>



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Introduction

What is XBMC?

XBMC (formerly "Xbox Media Center") is a **software media player** and **entertainment hub** for your own and on-line digital media. Once you install it on your computer or your Xbox, it becomes a fully functional multimedia jukebox. XBMC offers *playlist* and *slideshow* functions, a weather forecast feature, and many audio visualizations.

XBMC can play almost all popular audio and video formats around. It was designed for network playback, so you can stream your multimedia from anywhere in the house or directly from the Internet using practically any protocol available. XBMC can play CDs and DVDs and can even play media inside ZIP and RAR archives. It will even scan all of your media and automatically create a personalized library complete with box cover images, movie or album descriptions, and fan art.

XBMC even has a built in [audio CD ripper](#). This ripper supports ripping to *wav*, *mp3* and *OGG vorbis* formats and attempts to name your tracks using album and artist data sourced from CDDb.com.

You can customize the look and feel of your XBMC using “skins” to customize the system to suit your own taste. It now comes default with the “Convergence” skin, but there are many other “skins” that you can select which offer a totally different look and feel to your XBMC experience.

It is difficult to put into words all that XBMC can do, so take the plunge and start using your XBMC today!

Getting Started (for new users)

Novice users should read this section first to acquaint themselves with this powerful yet easy-to-use media center. After you become more comfortable with the experience, you will definitely want to branch out and explore more of the extensive features offered by this system, whether it is running on your converted Xbox console, your PC, Apple, or Linux system.

Understanding the Controls

Refer to the Controls section in the Appendix for printable diagrams of the Xbox controls and for default computer keyboard mapping. Using a keyboard and mouse, however, makes navigation extremely simple and intuitive.

Common Platform-Independent Mouse Navigation

Key	Description, Notes
Left Click on item	Select
Middle Click on item	Queue to playlist
Right Click on item	Context menu
Right Click on blank area	Back
Mouse Wheel Up	Up
Mouse Wheel Down	Down

The Home Screen

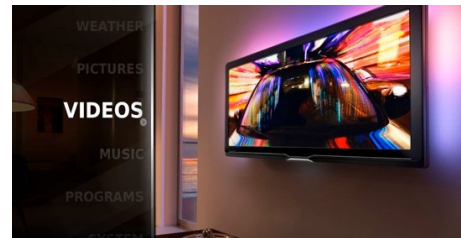
When you first start up the XBMC, you'll see the Home screen. Depending on which “skin” you're using, it may look something like this one (*PM 3.HD* in this case). From here you access all other sections of XBMC.

Typical choices you'll have from the Home window are:

- **Programs**
- **Videos**
- **Music**
- **Pictures**
- **Weather**
- **Settings**
- **Scripts**
- **File Manager**
- **Favorites**
- **Shutdown Menu**



The Confluence Home Screen:



Home Page Buttons


Favorites



Favorites can contain anything you would normally run from XBMC: scripts, plugins, or media sources. You can either access the **Favorites** button from the *Home Screen* or from the *Shutdown Menu*.

Shutdown Menu



The **Shutdown Menu** provides several useful functions. You can access system information, Favorite music stations or movie folders, and system reboot/shutdown options. (On the Xbox, you can press the  RIGHT analog thumbstick from anywhere within XBMC to bring up the Shutdown Menu.)

The options on the Shutdown Menu are:



System Info: Opens up the System Information screen, which provides you with a wealth of information about your Xbox and XBMC, including build date.



Shutdown: Powers down your Xbox

Browse up or down while the *Shutdown* icon is highlighted and you will get the sleep-timer (custom time, 120

mins, 60mins, and 30 mins) options.



Favorites: Takes you to your [Favourites](#) menu.



Restart: Reboots your XBMC. Note: you can browse up or down while the *Restart* icon is highlighted and you will have the option of rebooting the system or of restarting only the XBMC system itself.

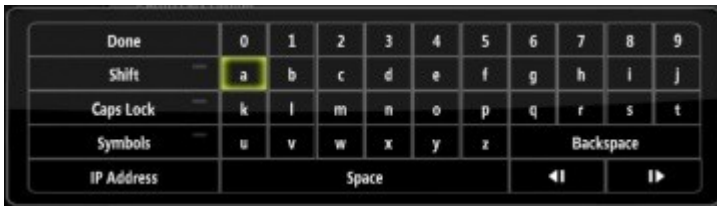
The following options may also be part of your system's Shutdown Menu, depending on which skin you are using:

Dashboard: Exits XBMC to your default dashboard.

Eject/Load: Opens/Shuts the DVD-ROM drive.

Enter Master Mode: Enables Master Mode, allowing full administrator-level access to the system. If a lock code is set for Master Mode, then you will be prompted to enter it.

XBMC On-Screen Keyboard



The on screen keyboard is available in various forms including full alphanumeric and IP address (input numbers only). You'll need to press the on-screen's **Done** button to complete the editing process.

Getting XBMC ready to play music and videos

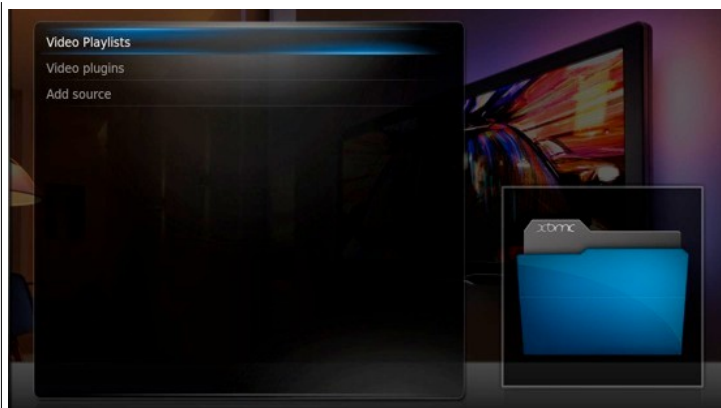
To play your own Music, recorded TV show Episodes, or recorded Movies, you first have to tell XBMC where your media is located. Letting XBMC know where to find your videos and music is very simple. First, start XBMC, then just click up or down in the home menu until either "Videos" or "Music" is highlighted. The technique works the same way for Music as it does for Movies, TV shows and Music Videos.

Add a Video Source

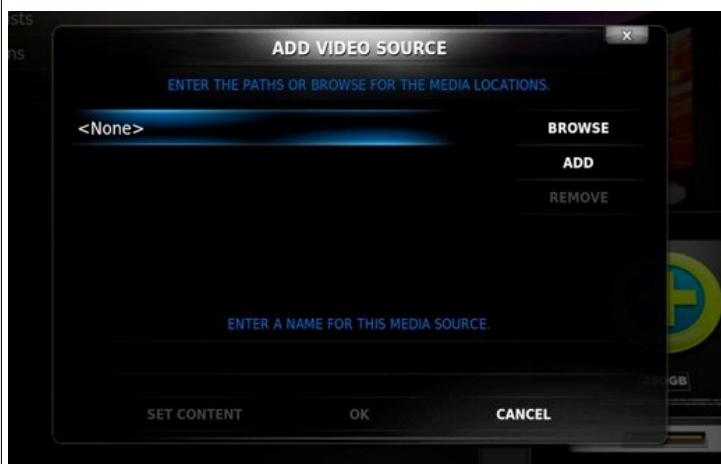
Click **Videos** in the home screen menu. For this example we are showing the *Confluence* skin, which is currently the default skin in XBMC.



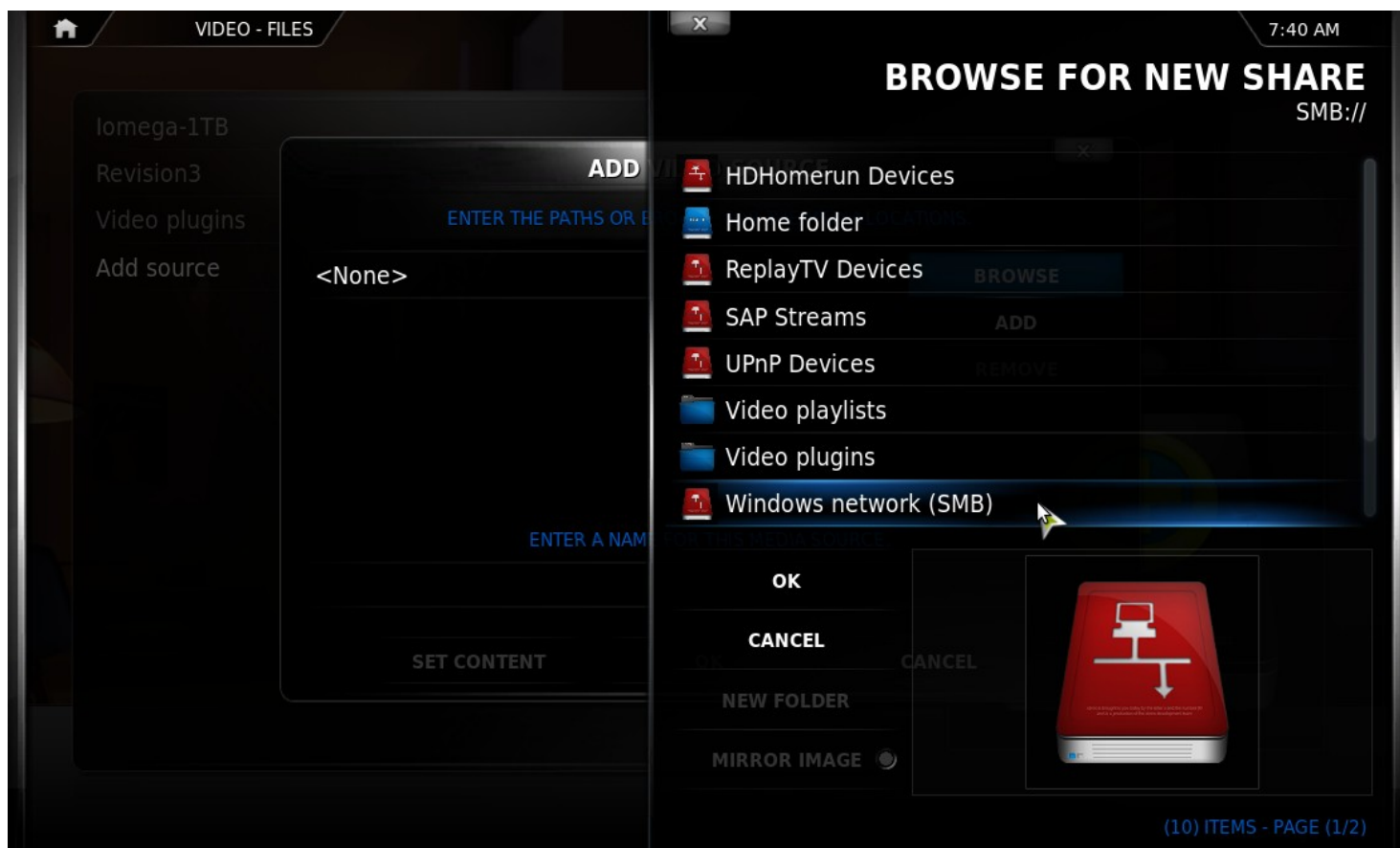
Now click **Add Source**.



The **Add Video Source** screen will be displayed.



Now click on the **Browse** button. The **Browse For New Share** screen will be displayed.



You'll need to have Sharing enabled on your PC or network storage device to proceed with this next step. If you have network shares available, then all you need to do is to select the **Windows Network (SMB)** choice, and then browse through your network shares to find the folder where you keep your videos stored, and click the **OK** button.

You can name this *Video Source* whatever you like. If it is a movie folder, you will probably want to name it "Movies", and if it is a TV Show folder then you will probably want name it "TV Shows" or something to that effect.

To have XBMC categorize and provide extra information about your videos using its Library capability, you will want to tell XBMC what type of content is inside of the folder you just added. If so, then click the button **Set Content**.

When you click **Set Content**, you can set your video content as *Music Videos*, *Movies*, or *TV Shows*. Scroll through the options until you get to the appropriate one. If you're adding Movies, you would scroll to **Movies** and go through the *Movie Settings*.

If you keep each of your movies in its own folder with the movie name in it, like this:

C:\Movies\Uncle Buck\Uncle Buck.avi

Then you want to select the **Use folder names for lookups** option.

If you however keep all your movies in one big folder, like this:

C:\Movies\Uncle Buck.avi
C:\Movies\Uncle Buck II.avi

then leave all options unchecked.

If your movies are ripped DVD-Video files using a "*VIDEO_TS*" folder structure, like this:

C:\Movies\Big Buck Bunny\VIDEO_TS\VIDEO_TS.IFO
C:\Movies\Big Buck Bunny\VIDEO_TS\VIDEO_TS.VOB

then you want to select the **Scan Recursively** option.

Finally, since this is your first time adding adding media files to XBMC, you may as well take care of everything right now, so go ahead and have XBMC create that pretty looking Library.

To do so, select the **Run 'Automated Scan** option.

Now, click **OK** and then **OK** again. XBMC will now begin to scan your folders. Depending on how many movies you have in the folder you selected, this scan could take a long time since it will be connecting to the internet and collecting artwork and other information for all of the selected items. When it is finished, your library will have been created.

To turn on the Library, assuming you are using the default skin, *Confluence*, from the **Videos** screen just click left once to pull up the *Side Menu*. Then scroll down and select the **Library Mode** option.

And that is it, you are now done. You now have a beautiful Library full of all your great movies, complete with titles, fan art, and tons of “metadata” information.


The process is very similar for putting your Music or Pictures into the Library. To do so, simply follow this guide again, but of course, select choices appropriate to your goal. For example, select **Music** if you want to add music. A fun music source to add would be any one of the hundreds of *Shoutcast* channels or stations already available to you when you install XBMC.

Media Sources

Pictures

Accessing **Pictures** from the home menu is an easy way to view your pictures. It allows you to view them as a slideshow with nice transition effects and even allows you to listen to your music while viewing your slideshow.

Picture Control



Once a Picture is selected / displayed, you can rotate it with the -button on the Xbox-controller (or use the **Select** button on the *XBOX DVD-Kit Remote Control* or use the **R-key** on a keyboard).

The **Black**-button on the Xbox Controller (**Info** button on the *XBOX DVD-Kit Remote Control* or the **O-key** on the keyboard) will toggle *Picture information* on the picture being displayed (dimensions in pixels, filename and order in slideshow and more).

The **right and left triggers** on the Xbox-Controller (**Skip+/-** on the *XBOX DVD-Kit Remote Control* or **left/right keys** on the keyboard) will go to the next / previous picture in the Slideshow.



Zooming in/out on Pictures

This can be performed while viewing individual pictures or in a slideshow. While viewing press -button on Xbox-controller to zoom in (**0–9** on remote or keyboard). To zoom out press -button on Xbox-controller (**0–9** on *XBOX DVD-Kit Remote Control* or keyboard). Each successive press will zoom you in or out further by 1x (from 1x to 10x). While zoomed you can use the **left thumbstick** on Xbox-controller (**arrow buttons** on *XBOX DVD-Kit Remote Control* or keyboard) to scroll the edges of the picture.

NOTE: If done during a slideshow, it will pause it until you stop pressing a button. If you are zoomed in during a slideshow and the picture changes it will not keep those setting from one picture to another.

Slideshow

The SlideShow function will start a sequential slideshow of all the pictures in the current folder with some nice

transition effects. You can enable/disable the transition effects in [Settings/Pictures/Slideshow](#). If you wanted music to play while XBMC is presenting your slide show, *first* start your music selection *then* navigate to the Pictures area and start your slideshow.

Recursive SlideShow (R. SlideShow)

This option will display a slideshow but will be using *all* images *in the current folder and* all of the subfolders *under the current folder*.

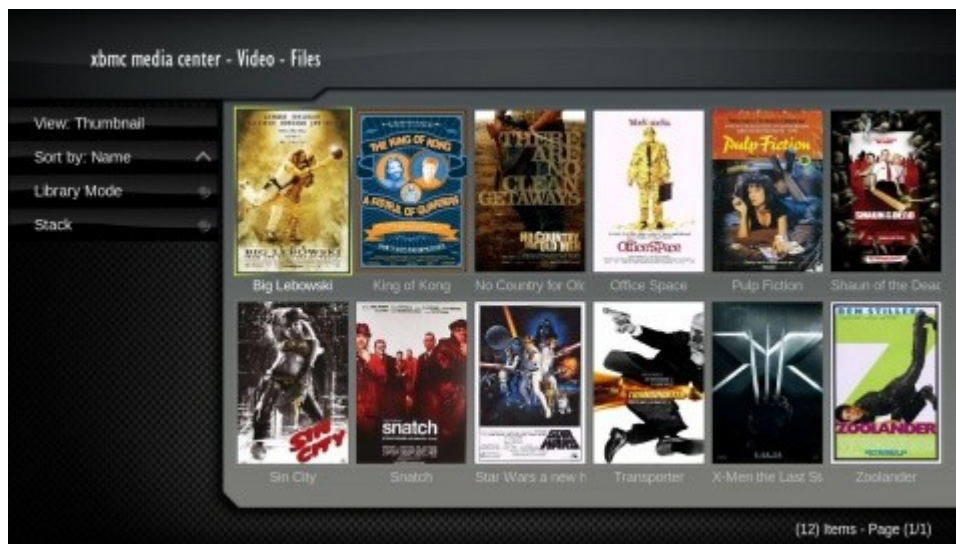
Randomize

When this option is selected, XBMC will display the slideshow in a random order.

Playing Music with your Slideshow

In order to play music with your slideshow, simply start a music source (playlist, song, etc) and then start the slideshow. The music will play in the background.

Videos



Introduction

Videos is the component of XBMC that handles videos. To access **Videos**, select it from the Home screen. The pictures shown here on this page will likely differ from the ones you see at your own XBMC, depending on the content and features you use. Some of the key features of **Videos** are:

Videos Key Features

- Support for a countless number of formats.
- A full-featured Video Library that makes it easy to organize, find and watch your favorite videos.

- Integrated support for getting information on your video content from external sites, via [scrapers](#).
- Fully integrated support for The Internet Movie Database.
- Fully integrated support for getting info on TV shows from sites like TheTVDB.com.
- Support for Music Videos.
- Support for Fanart.
- Built in ability to stream media from the internet or from locations on your network giving you access to your entire collection.
- Full support of Playlists.
- Support for Subtitles.
- DVD video playback, including the ability to play imaged DVDs (iso) over a network.

A fully customizable view Using Videos

You will find the interface of Videos as easy to operate as the rest of XBMC.

OSD (On Screen Display)



The majority of the video functions can be controlled through the OSD (On Screen Display). The OSD from the PM3.HD skin is pictured to the left and is available while playing videos in fullscreen mode. The **Start** button on the controller (or the **Menu** Button on the remote) toggles the [OSD](#) on / off while in Videos Mode.

The Buttons on the OSD are as follows (and are expanded upon in the following sections:

- 1) OSD Audio and Subtitle Settings
- 2) OSD Video Settings
- 3) **Stop** - Stops the movie.
- 4) Video Bookmarks - For storing and retrieving location bookmarks in your video files

OSD Audio and Subtitle Settings

Volume Allows you to adjust the playback volume

Dynamic Range Compression Allows you to adjust how much the audio range is compressed, making the loud and soft sounds closer in volume. This is useful when watching movies with loud sound effects such as explosions at night.

Audio Delay Adjusts how long that the audio is delayed in relation to the video. This is useful when viewing poorly synced videos.

Audio Stream If the video file contains more than one audio stream you can select them here.

Enable Subtitles Enables subtitles

Delay Adjusts how long that the subtitles are delayed in relation to the video

Subtitle Allows you select which subtitles are displayed

Browse for Subtitle Allows you to browse the filesystem for the file used to display the subtitles

Set as default for all Movies Selecting this will make the current settings the default



OSD Video Settings

The Video Settings are divided into two pages.

Page 1 of 2



Interlaced Handling

- *Auto Select* - Tries to guess the best method.
- *DeInterlace* - (Requires mplayer restart) Uses the Mplayer Deinterlace filter.
- *Sync Odd* - (Only for HQ Pixel rendermethod, also NEEDS an interlaced display: PAL* or NTSC*.)
- *Sync Even* - (Only for HQ Pixel rendermethod, also NEEDS an interlaced display: PAL* or NTSC*.)
- *None*

Crop Black Bars Choosing this option will crop any black bars encoded at the top, bottom or sides of your video. This will fix some issues with videos being displayed at the incorrect aspect ratio.

View Mode Allows you to choose how the video is displayed. The options are:

- *Normal* - Movie is displayed so that at least 1 dimension fills the screen. No cropping will occur. Aspect ratio is unaffected.
- *Zoom* - Movie is zoomed in, and the movie cropped so that there are no black bars on screen. Aspect ratio is unaffected.
- *Stretch 4x3* - Movie is stretched to fill a 4x3 frame. Aspect ratio is changed.
- *Stretch 14x9* - Movie is stretched to fill a 14x9 frame. Aspect ratio is changed.
- *Stretch 16x9* - Movie is stretched to fill a 16x9 frame. Aspect ratio is changed.
- *Original Size* - Movie is displayed so that the height (in pixels) displayed is the height of the movie exactly. No zooming is performed. Aspect ratio is unaffected.
- *Custom* - Movie is displayed using the Zoom and Pixel Ratio settings as defined in the video On Screen Display. See below for more details.

Zoom Amount Allows you to control how much that the view is zoomed into the video.

Pixel Ratio Allows you to adjust the pixel ratio that the video is displayed at. This can be used to adjust videos that are not displaying at the proper aspect ratio.

Brightness, Contrast, & Gamma adjust the display's characteristics.

Page 2 of 2

Set as default for all Movies Selecting this will make the current settings the default

Flicker Filter Sets the amount of flicker filter applied while videos are playing. We recommend you keep this as low as possible, and for best possible quality set it to 0.

Soften Denotes whether the soften filter is applied during video playback. It is recommended that this is set off for optimal quality. Defaults to off.

Film Grain Effect Applies a Film Grain Effect to the video

Video Calibration Opens the [Video Calibration Window](#)


Non-Interleaved (needs mplayer restart) may be useful for badly interleaved files.

No Cache (needs mplayer restart) Disables Cache, may be useful for badly interleaved files.

Rebuild Index

Video Bookmarks

This feature allows you to create bookmarks within your videos in order to be able to return to a certain point in them. This could be compared to chapters in DVD videos. In order to create them, simply go to the point in your video that you wish to bookmark and select **Create Bookmark** from the Videos OSD. To jump to a previously stored bookmark, simply highlight and select it through the Videos OSD. You can delete the

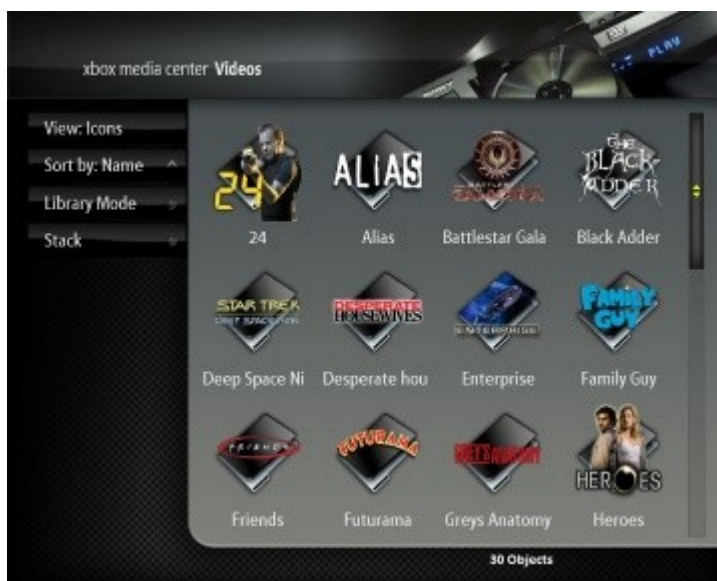
highlighted Bookmark with the -button. You can clear all the saved bookmarks by selecting **Clear Bookmarks**.



Listing Modes available in Videos

Files View

Files View is the most basic way of browsing your videos. In Files View, you browse through your video sources folder by folder, in the exact same way that they are stored. What you see in Files View is the same as you would see if you were to browse the folders on your PC, Mac or Xbox. XBMC also supports “stacking” of video filenames.



Music

Music is the component of XBMC that tames your hunger for great music. To access **Music**, select it from the **Home** screen.



Illustration 1: Music listing with "Big Icons" view selected.

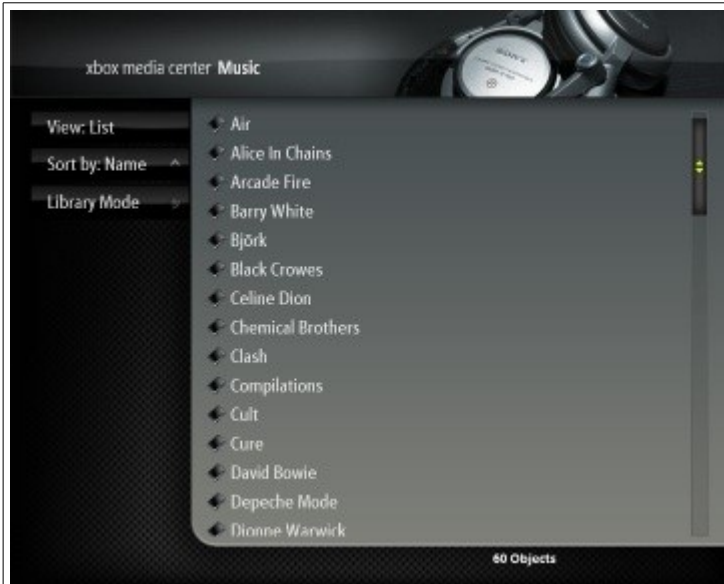
Music Key Features

Some of the key features of Music are:

- Support for a countless number of formats.
- A full-featured **Music Library** that makes it easy to organize, find and listen to your favorite music
- Support for Music Videos.
- Built-in ability to stream media from other computers.
- Full support for Playlists, including *Smart Playlists*.
- The capability to stream thousands of radio stations directly from the internet.
- Fully integrated support for *LastFM*.
- Jaw-dropping visualizations that add the visual element to your music experience.
- A fully customizable view.
- Integrated CD Ripping.

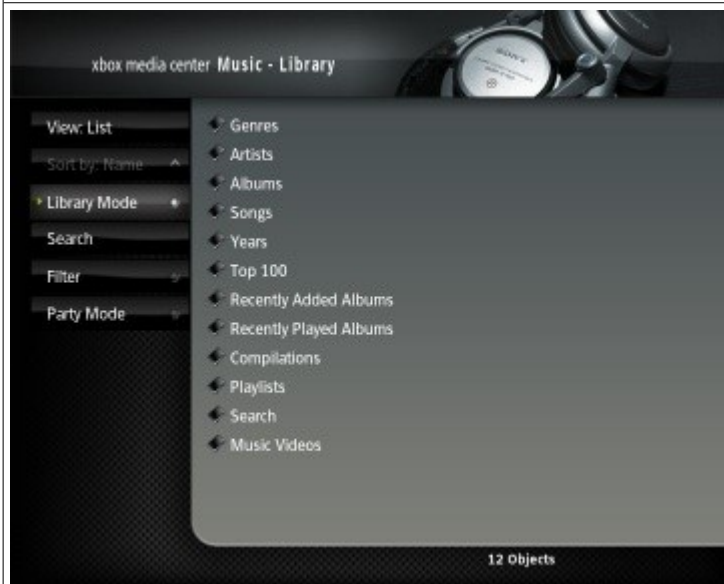
Music Navigation and Control

There are two different ways to view your media in Music: the **Files View** and the **Library Mode**.



Files View

Files View is the most basic way of browsing your music. In Files View, you browse through your sources folder by folder, in the exact same way they are stored. What you see in Files View is the same as you would see if you were to browse the folders on your computer.



Library Mode

The Library Mode is much more advanced and has many more features than the Files View. It has features like song, album and artist info to name a few. In order to utilize Library Mode, you first need to scan your music into the Music Library using [The Context Menu](#). Be patient, as this can take quite a while if you have a large music collection.

When you first open Music, the interface will look like the Image 2 (below right), depending on which skin you're using, and which View you've selected.

To the left hand side, you have the following controls:

Dominating the screen on the right-hand side is your media. In this case, it is displaying all of the Media Sources available to Music:

View: You can toggle between the different display options, amongst others; **List**, **Icons** and **Big Icons**.

Sort By: You can choose what criteria to sort your media by. Note the arrow to the right which controls whether the items are sorted in ascending or descending order.

Library Mode: This control allows you to switch between **Library Mode** and **File View**.

Playing music is as simple as navigating through your sources and selecting a song.



Illustration 2: Music initial screen, Big Icons view

Controls During Playback

Controls during playback can be divided into two categories, in the GUI and during Visualizations. While in the GUI you are able to browse all of XBMC and even look at pictures while playing music. If we look at the different controlling methods XBMC offers, gaming controller playback options while in the GUI are limited. A remote, such as the original XBOX DVD-Remote has conventional playback controls that can be used during music playback in the GUI as well as during Visualizations.

OSD (On Screen Display) Music Controls

There are two different On Screen Displays (or "OSD" for short) available in **Music**, the **Visualization OSD** and the **Mini-control**:



The Visualization OSD control buttons

The Visualizations OSD from the PM3.HD skin pictured on the left is available while in visualization mode. The Buttons on the OSD are as follows:

1. **Select Visualization** - Allows you to select the visualization being displayed.
2. **Visualization Preset** - Allows you to select the visualization preset being displayed.
3. **Stop**
4. **Visualization Settings** - Allows you to configure the current visualization.

The Mini Control



During music playback you can call up the *Mini Control* at any time if you are using a control method that does not offer standard playback controls.

Original XBOX Controller

Music Playback Options

Once the desired song, album or playlist is highlighted, start playback by pressing the **A** button. Pressing the **White** button (**Info** on the remote) will toggle song information and art on/off. The **Start** button will stop the music. The **Y** button queues the selected item and the **Black** button will bring up the Now Playing window.

The **X** button toggles visualizations on/off. (They will also come on after a certain time if the controls are not touched).

During GUI playback you can call up the *Mini Control* at any time by pressing the **Start** button.



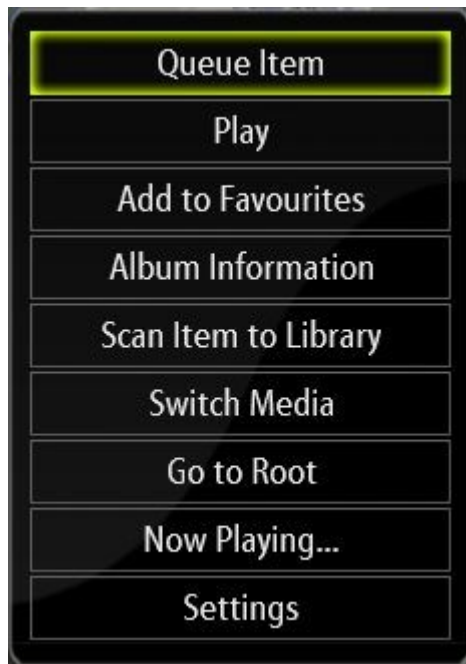
During Visualizations

Pressing the **A** button will pause/resume music while the **triggers** can be used to fast forward or rewind during playback. The left and right **D-Pad** will skip backwards and forward. Pressing **B** will stop playback.

The **Start** button (**Menu** on the remote) can be used to bring up the OSD (On Screen Display) from where you can alter the visualization settings and bring up the *Now Playing* window.

The Context Menu

The *Context Menu* allows you to interact with the individual media items. The following options are available whilst in File Mode while selecting an album:



Queue Item Adds the item to the Now Playing playlist

Play Plays the selected file.

Add to Favourites Adds the item to your Favourites menu.

Album Information Displays information about the item from *allmusic.com*. You can also highlight the item and press the Info button on the remote.

Scan Item to Library Scans the item into the the Music Library. Performing this on a folder will cause every item in the folder to be scanned.

Switch Media Allows you to switch to playback of other types of media (e.g. video files).

Go to Root Takes you to the "Music" root folder.

Now Playing... Takes you to the Now Playing screen that shows what is currently playing and what the next queued files are.

Settings Opens the Music Settings menu.

Other possible menu items

Search: Allows you to search for specific media

Delete: Deletes the item. Must be enabled in Appearance Settings.

Rename: Renames the item. Must be enabled in Appearance Settings.

Working with Playlists

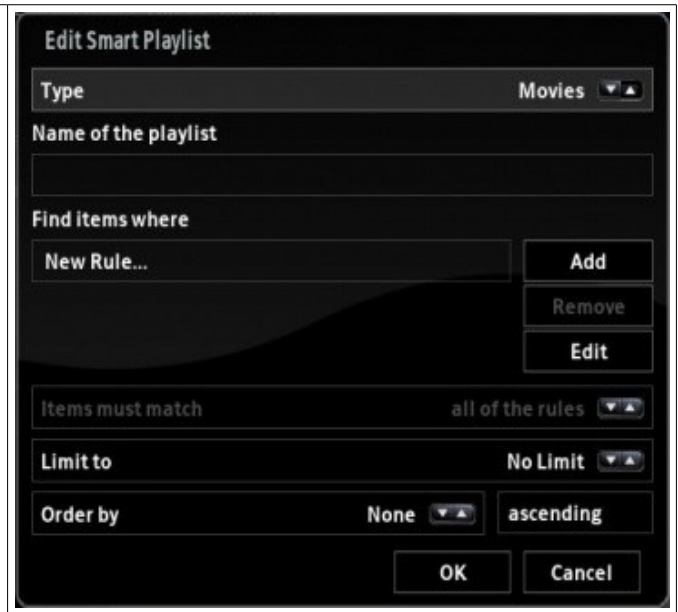
XBMC has built in powerful playlist editors (both for normal and smart playlists).

To see the currently playing playlist bring up the **Context menu**. The currently playing playlist is accessible via the **Now Playing** item. If the playlist is currently empty, that option will not be visible in the context menu.

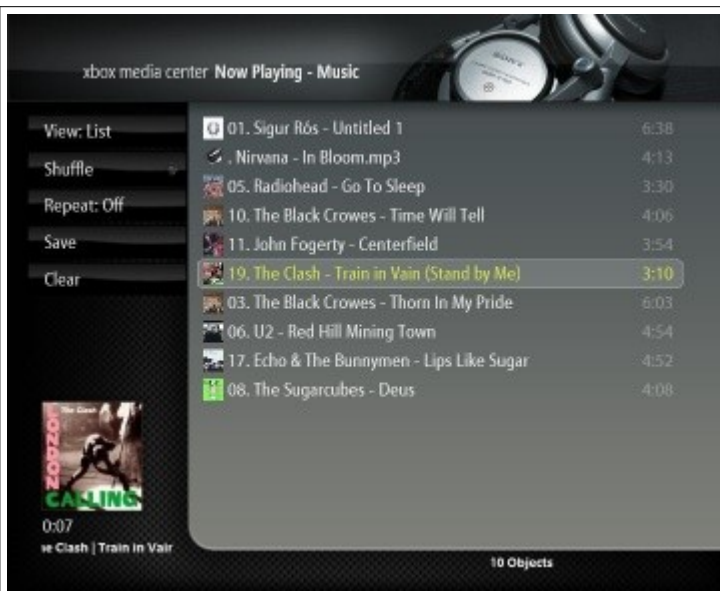
You can add songs or entire folders with the "Queue" action of your control device. Alternatively, the "Queue Item" option in the context menu can be used.

While in the **Now Playing** window, pressing the **Select** or the **Play** button will start playback of your playlist.

Once in **The Playlists** view, you can save your playlist.



Now Playing



Now Playing is a special screen for audio and video **Playlists** that can be called up via the respective [audio](#) and [video](#) context menus and [OSD](#).

Shuffle Shuffles the currently playing playlist

Repeat Repeats the currently playing playlist, options are **All** songs, **One** song or **Off**.

Save Saves the currently playing playlist

Clear Clears the currently playing playlist

Music Library

The Music Library, one of the [XBMC databases](#), is a key feature of XBMC. It allows the organization of your music collection by information stored in your music file ID tag, like title, artist, album, genre and popularity.

Preparing your Music to be Scanned

In order to be able to include information on your music collection in the Library, XBMC needs your music to be

tagged. When your collection is scanned, XBMC stores all the tagging information (artist, album, year, genre, etc) in the database which allows you to efficiently search and manage your music collection. If you have never taken the time to tag your music properly, the time is now! Today most media applications and players (iTunes / iPod for example) organize your music by this ID tag information.

Note: Your audio files **MUST** have a valid ID tag for them to work properly in the XBMC Music Library. There are third party applications available for download from the Internet that allow you to add and manage ID tags in your music files.

Scanning your music

To scan your music collection into the Music Library, first make sure you are not in 'Library Mode' (checkmark on the left). Next browse to the location of your music collection and bring up the [The Context Menu](#) with various options. Select the option labeled "Scan item to database". XBMC will then proceed to scan the selected music source in the background into the database/library. Once the scan is complete, you can browse your collection by selecting 'Library Mode'.

Navigating your Library

The library organizes your music into many categories, allowing you to find a specific song using one of many possible criteria. Below you can see root menu showing the different sections.



View You can toggle between the different display options, amongst others; List, Icons and Big Icons.

Sort By You can choose what criteria to sort your music by. Note the arrow to the right which controls whether the items are sorted in ascending or descending order.

Library Mode This control allows you to switch between Library Mode and [File View](#). (used to be called Switch View)

Search You can search for a string anywhere in the [XBMC music database](#), see more below.

Filter Allows you to filter the library to only show albums, artists or songs that include the specified string in the name.

Party Mode See below.

Searching your Library

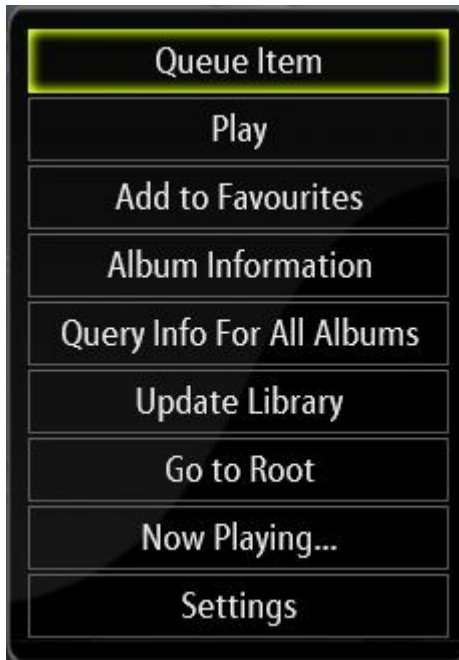
The search button is available on the left side of the '[Music](#)' window, and is also available in the root listing of your music library. Select it to begin your search. A keyboard will pop-up where you may enter search terms (SMS style with the remote, or just using the virtual keyboard). As you enter more letters, the search will be performed in the background, and results displayed in the search node of the music library. Previous searches are saved, so if you return to the search node later on, it will have the results of your previous search. Artists and Albums are shown on top, followed by matching songs. If the search string you enter is less than 3 characters, XBMC will just search in the first word of each artist/album/song. Otherwise it will do a full word search.

NOTE: In order to search within words as well as just for words beginning with your search string, place

a % sign in front of the match.

Music Context Menu in Library Mode

You perform actions on your music files using the Context Menu. In **Library Mode** selecting an album, the following options are available:



Queue Item Adds the item to the Now Playing playlist.

Play Plays the selected file.

Add to Favourites Adds the item to your Favourites menu.

Album / Song Information Shows the relevant information from *allmusic.com*.

Query Info For All Albums Queries information from *allmusic.com* for all albums in the path.

Update Library Checks if files in the Library have been changed, added or removed, modifies the database accordingly and runs a cleaning routine.

Go to Root Takes you to the Music Library root.

Now Playing... Takes you to Now Playing screen that shows what is currently playing and what the next queued files are.

Settings Opens the Music Settings menu.

Music Library Settings and Maintenance

The main Music Library settings can be accessed from the **Library** tab in **Music Settings**. Those can be accessed either from the Settings menu from the home screen, or via the context menu as seen above.

Clean Music Library


Cleaning up the Music Library (removing invalid entries and compressing) can be done via the **User Interface Settings**, in the **Music Settings** window using the *Clean Library* option.

Weather

About My Weather

XBMC has a built-in weather forecast feature. You are able to display the Weather.Com forecasts for three different locations from around the world. You can configure your locations and whether the forecast is displayed in [Metric\(SI\)](#) or [U.S. customary units](#) in the [Weather Settings](#).

Navigation

To navigate between the 3 different locations highlight the small arrows and press the  button on the controller (or the **Select** button on the remote). After that select “Refresh” and you should see the weather forecast on screen.



Configuration

You can configure up to 3 cities to display on this screen. The settings are located in the [Settings](#) tab off the [Home Screen](#).

For more details about configuring My Weather see the [Weather Settings](#) page. Change between [Celsius/Fahrenheit](#) in [Appearance Settings](#) with the [Region](#) option.

Forecast for Unknown Locations

Weather forecasts for smaller cities/villages/communities locations outside of America/Canada, for example in Europe may or may not exist on the Weather.Com service. The only thing you can do then is select the closest larger city/village/community.

Media Sources

Introduction

Media Sources are virtual links to the content you wish XBMC to use. When you enter any of the Programs, Videos, Music, Pictures or the Filemanager, you will see an entry for "Add Sources". When you first start with XBMC you should at least add one source, like a drive or directory on your PC, Mac or Xbox, to get you started.

If you select **Add sources** a dialog appears, where you may manually input a path, or browse to a source that contains media that you would like XBMC to use and display. As an example, if you enter the **Music** section, you

could tell XBMC where it should look for your music. This can be as simple as selecting a folder on your computer or you can also choose to browse your home network for media. These two options would be the most widely used places for sources.

Remember that XBMC will add everything that lies inside the folder you select. So if you choose to add your C-disk, XBMC will have access to your entire C-disk for content by default. You can select as many sources you like if you have content in different places; just press the **Add** button to open up another line. When you have finished browsing and found the folder you would like, you should input a name for your source. This name will be displayed when you browse your sources. To finish, simply confirm by selecting "OK". You will now see a new entry in the list with the name you gave it.

Remember you can always add, edit or delete sources anytime you want to, via the [Context Menu](#) (which you can access e.g. by pressing the letter c on a keyboard). When you delete a source you only delete the link to that source within XBMC - your files will remain intact.

Local Media Sources

Basic Sources

Local sources are ones that point to the local available drives like hard disks, memory cards, DVD-ROM, etc. XBMC can play audio CDs from the Xbox's DVD drive as well as Video-DVD's. You can add multiple sources/paths to each media source, for example:

```
F:\xbmc\Movies HD\  
E:\xbmc\Movies SD\Movies New\
```

Xbox-specific local sources:

- Drives **C, D, E, F, G** are all valid local Xbox drives to access, (D being the DVD-ROM drive, C and E being the default C: and E: partitions, and F and G being the extended F: and G: partitions that you get when you replace your Xbox hard drive with a larger one or a *much* larger one).
- **Note:** Be aware that the XBOX file system has limitations of filename length. The local hard disk filesystem is in the FATX format, thus the name of a file *is limited to 42 characters*.
- **Note:** Be aware that the XBOX file system also has limitations of directory size. A file can not be bigger than 4GB on a FATX partition. When you copy larger files, the data after this 4GB is just gone, so the result will be unpredictable. If you copy DVD-images (like 4.7GB iso's) or big .xbe-files make sure they are not bigger than this 4GB. If you want to store a > 4GB DVD-image on your Xbox hard disk you can do that by ripping that DVD to your hard disk. The ripped files are never bigger than 1GB.
- **Note:** XBMC will access files on other PC's or Mac's without this restriction. If the source is able to store a 16GB file (or larger), XBMC will work fine with it.

Shortcuts to Programs, Xbox specific:

- You can even create [Shortcuts](#) to .xbe files (Xbox executables such as saved games or other dashboards) in [Programs](#). This would allow you to launch a specific ROM from an Xport emulator, ie you can create

direct links to specific emulator ROMs from [Programs](#).

- In order to create a shortcut, simply create an .xml file saved with a .cut extension in any location on the Xbox hard drive. Note that shortcuts can not be launched from a network location, such as a SMB share! In order to use the shortcuts, simply create a source entry pointing to the folder containing the .cut files in My Programs.

Generic Network Sources

Network sources reference remote shares of various types. XBMC supports windows file sharing, also known as Samba (SMB), File Transfer Protocol (FTP), and others. These generic network sources are supported in all XBMC sections in XBMC: ("[Music](#)", "[Videos](#)", "[Pictures](#)", and "[Filemanager](#)"), with the exception of "[Programs](#)" (where only local sources are supported).

How you configure these media servers will not be covered in this document, since it differs from system to system.

Windows File Sharing (SMB/SAMBA/CIFS) Sources

[SMB](#) sharing is the most common and probably the best performing sharing solution for XBMC. It supports domains and workgroups as well. (You define your Xbox's XBMC workgroup under Network settings).

For a direct link to a subfolder under a share on a server use the following syntax:

```
smb://ip_address:1901/share/path/
```

UPnP (Universal Plug and Play) Sources

[UPnP \(short for "Universal Plug and Play"\)](#) media sharing is an extremely easy method of sharing your media (pictures/video/audio) on your network as it features automatic-discovery and does not require any configuration. The UPnP-*client* in XBMC supports direct links to the server/shares and auto-discovery of servers available on the local network. UPnP AV Media *Servers* can be either be categorized as software-based or hardware-based. *Software*-based Media Servers can be run on PC (personal-computer), mainly on Windows, Linux, BSD, Unix or Mac platform. And, *hardware*-based Media Servers may run on any [NAS \(Network Attached Storage\)](#) or any specific hardware for delivering media, like for example a PVR (Personal Video Recorder, such as *TiVo*) device.

For *auto-discovery* (default in XBMC) use the following syntax:

```
upnp://
```

For a direct link to a server use the following syntax:

```
upnp://ip_address:1901
```

For a direct link to a specific share on a server use the following syntax:

```
upnp://ip_address:1901/share/
```

For a direct link to a subfolder under a share on a server use the following syntax:

```
upnp://ip_address:1901/share/path/
```

FTP (File Transfer Protocol) Client Sources

XBMC also contains an FTP-client with which you can add sources in all sections (with the except of the [Programs](#) section) in XBMC interface, however as FTP (File Transfer Protocol) is not designed to stream audio/video data it is not recommended that you use it under the [Music](#) or [Videos](#) sections. (Remember that the default FTP-port is usually 21).

Example (if any variables are not needed, omit the required punctuation) the following syntax would be used:

ftp://username:password@ipaddress:port/folder/

Note: to connect as *anonymous* use the following syntax:

ftp://ip:port/

HTTP (Hypertext Transfer Protocol) Client Sources

XBMC also contains an HTTP-client with which you can add sources in all sections (with the except of the [Programs](#) section) in the XBMC interface, however as HTTP (Hypertext Transfer Protocol) is not designed to stream audio/video data it is not recommended that you use it under the [Music](#) or [Videos](#) sections.

Example (if any variables are not needed, omit the required punctuation), use the following syntax:

http://username:password@ipaddress:port/directory/

Note: to connect as *anonymous* use the following syntax:

http://ipaddress/

Plugin Sources

A *plugin source* is a special type of source that is powered by a *python script* you've installed, and is automatically run by XBMC.

XBMC supports three types of plugin sources: video, music, and pictures. (In case you need to delete a plugin, plugins are placed in the *plugins\Video* or *plugins\Music* or *plugins\Pictures* folders within the XBMC folder.)

Plugin sources can automatically be added from within XBMC via the **Add Source** command accessible from the root folder of "Videos", "Music", and "Pictures". A plugin file must be present in the correct folder for the plugin to show up when you select the "Add Source" dialog.

For example, if you had used the *SVN Repo Installer* program plugin to add the "Revision 3" video plugin, then in the Videos section you can *Browse, Add Source, Video Plugin* to select "Revision 3" as a Video Source. You could even choose a specific subfolder under Revision 3 (such as *Film Riot*) to be a new video source.

Adding Plugin Sources in XBMC GUI

Plugin sources can automatically be added from within XBMC via the "**Add Source**" command accessible from the root folder of "Videos", "Music", "Pictures", and "Programs" section of XBMC. The actual file that is invoked by XBMC is "**plugins|<type of media>|<name of plugin>|default.py**" (this "default.py" file must be present for the plugin to show up in "Add Source" the dialog). Plugins will show up automatically in Library Mode.

You may also use "**Video Plugins**", in the video window root folder to view the plugins present in the XBMC video plugins folder, and the respective links in the music and pictures windows.

- Start XBMC
- Go into the "Video" section if you like to add a video-plugin, the "Music" section if you like to add a music-plugin, etc. In this example we chosen to install a video-plugin.
- Select "Add Source"
- Select "Browse"
- Select "VideoPlugins"
- Select the video plugin you want to add from the list and press enter.
- Select "OK"
- Select "OK"

Your installed plugin will now be displayed in the list of available sources.

Common user errors when trying to add a plugin

Do not try to add a plugin as a normal file by browsing your harddrive for the plugins folder. Instead, after choosing "**Add Source**", select "{Video|Music} Plugins" and then the plugin you want to add as a source.

You can even add subdirectories. For example, if you want only the comedy section of Apple Movie Trailers to show up as a source, browse to that virtual "subdirectory" of the Apple Movie Trailers Plugin.

Video-specific Plugin Sources

RSS Feeds

XBMC features a builtin RSS Feed Reader Client for such audio and video sources; this type of media source will connect to the RSS feed you enter and lists the video or audio available to stream with thumbnails and metadata if available.

Note: Please make sure you have read the [RSS Feeds in XBMC Guide](#).

RSS Syntax example:

```
rss://www.jpl.nasa.gov/multimedia/rss/podfeed-hd.xml
```

Music-specific Plugin Sources

Microsoft Soundtracks on the Xbox

Xbox Specific:

On the original Xbox the default Microsoft dashboard contains the ability to rip your CDs to WMA format. This type of media source (enabled by default in XBMC) allows you to read that database and play those audio tracks. Some limitations exist with these files including crossfading due to WMA filetype.

Syntax example:

soundtrack://

iTunes Network Share (DAAP) Media Source

[iTunes](#) has its very own library sharing protocol, DAAP. XBMC can play all unprotected files, (ie. all files which haven't been purchased on iTunes Music Store). *To enable sharing in iTunes look under the edit tab, click on preferences, click on sharing and enable the sharing check box.*

Syntax example:

daap://192.168.1.100

Shoutcast Streams Media Source

This type of media source will contact www.shoutcast.com and list the web radio streams provided by them. Shoutcast.com maintains a list of the Top 500 stations on their listings. Through XBMC you can select and listen to any of these stations over your broadband internet connection: free online radio at your fingertips! *This source is available in [Music](#) by default.*

Syntax example:

shout://www.shoutcast.com/sbin/newxml.phtml

Note: direct links to genres and searches are allowed

shout://www.shoutcast.com/sbin/newxml.phtml?genre=Funk

shout://www.shoutcast.com/sbin/newxml.phtml?genre=Top500

shout://www.shoutcast.com/sbin/newxml.phtml?search=[stationname]

Last.FM Media Source

This type of media source will contact www.last.fm and list your recently played songs/albums/artist etc. You can even playback Last.FM webradio streams provided by them.

Note: Please make sure you have read the [Last.FM Manual](#).

Syntax example:

lastfm://

RSS Feeds in XBMC

XBMC features a built RSS Feed Reader Client for such audio and video sources, this type of media source will connect to the RSS feed you enter and lists the audio, video or image files available to stream with thumbnails and metadata if available. The [RSSFeeds.xml](#) file within the XBMC [UserData](#) folder contains the RSS feeds which are displayed by XBMC, *however*, there is an easier way to enter RSS feed data using the *RSS Editor* script which you can install using the SVN Repo Installer!

rss:// network protocol

To connect to a specific RSS feed, under the music, videos, or pictures section of XBMC, [add a new source](#). In the GUI it should look something like this:



Settings

The Settings Window

Choosing **Settings** from the Home Screen opens the **Settings Window**. In this window, you are able to configure XBMC's options to fit your taste.

Profiles Allows you to save all of your settings as a profile and change them at the touch of a button. It also allows you to grant access to specific folders and network shares based on the profile being used. This is ideal for systems that have multiple users.

About XBMC Displays the credits

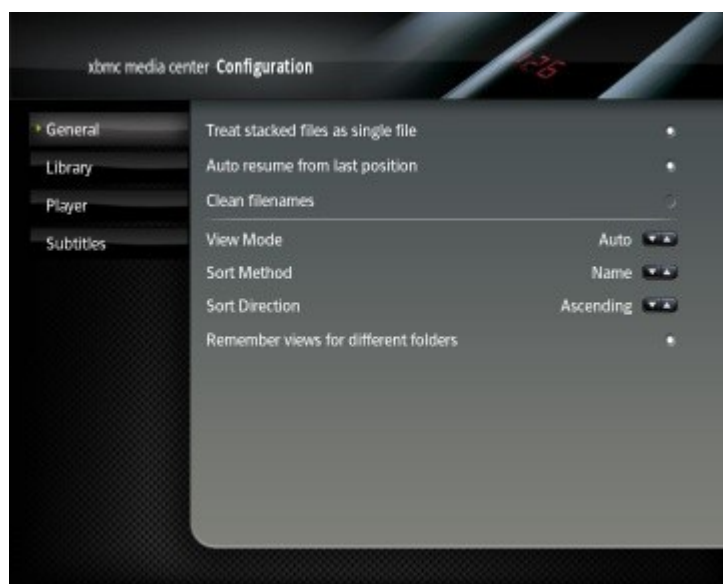
Skin Settings Opens the configuration window for the currently selected skin.

Reload Skin Reloads the current skin without restarting XBMC



Videos Settings

General settings tab



Treat stacked files as single file If [Stacking](#) is turned on in [My Videos](#), stacked files will be handled as a single file. If this is not checked, XBMC will handle the stacked files as a playlist.

Auto resume from last position When enabled, XBMC will automatically resume videos always from the last

position that you were viewing them, even after restarting the system.

Note: You can also start a movie from the last stopped position by opening the context-menu on a movie file (white button on the gamepad) or by just clicking the "Play" button on the remote without the need to have this option enabled.

Clean filenames Breaks up the filename into tokens, and removes unwanted tokens like release group names, hdtv, xvid, changes periods and underscores to spaces, etc, to get a "clean" name.

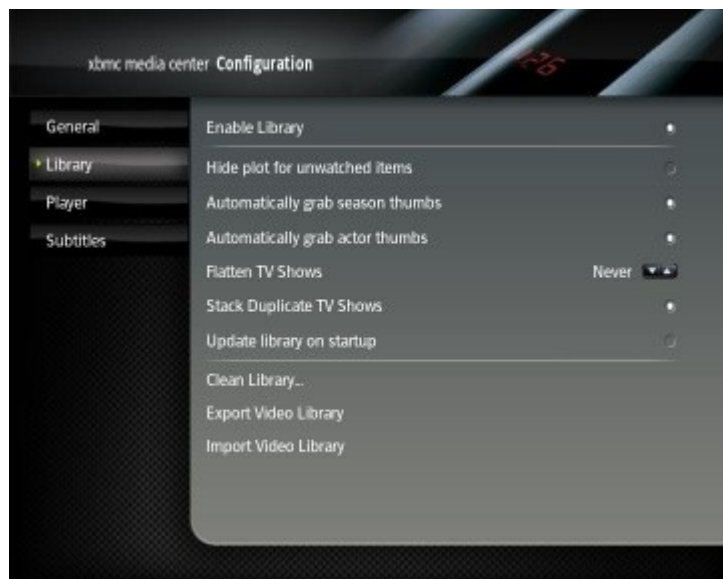
View Mode Default View Mode for Videos. **Auto** is described [here](#)

Sort Method Default Sort Mode for Videos.

Sort Direction Default Sort Direction for Videos.

Remembers views for different folders XBMC remembers the settings you have chosen for each window. (Stored in [The XBMC Database](#))

Library Settings tab



Enable Library If unchecked all references to Library Mode are removed from the GUI (Default on).

Hide plot for unwatched items Hides plot information for media in the [Video Library](#) that is not marked as watched.

Automatically grab season thumbs Gets thumbnails for TV Show seasons in Library Mode, default is off.

Automatically grab actor thumbs Gets thumbnails for actors in Library Mode, default is off.

Flatten TV Shows Removes the season node, Toggles between "Never"(default), "Always" and "If only one season".

Stack Duplicate TV Shows Shows only one instance of TV Shows if they exist on multiple different sources and

[stacks](#) episodes if they are made of multiple files.

Update library on startup Checks for new media files on XBMC startup. For automatic removal of deleted media files you need the [<cleanonupdate> advancedsetting](#).

Clean Library... This function will perform a number of 'cleanup' tasks on your video database and can be run if you have moved, deleted or renamed files.

Tip: XBMC puts a video in its database if you change any OSD setting while watching; resume points are also stored there.

- Removes any videos with invalid paths and all information tied to these files.
- Removes all removable media (example: DVD) without checking for existence + all information tied to these files.

Export Video Library Exports the Video Library database to a XML files.

Import Video Library Imports a XML file into the Video Library database. If the entry does not exist it is appended. If it does exist, it removes all current info for that entry from the database and inserts the info for that entry from the XML file.

Player Settings tab



Video Calibration This option opens the window in which you can calibrate your video playback. It offers the ability to adjust

- The overscan of the video - How close to the edges of the screen that the image is displayed
- The position where subtitles are displayed
- The position of the on screen display
- The pixel ratio - allows you calibrate the aspect ratio at which videos are played back

Configure Audio Hardware Opens the *Audio Configuration Menu*

Render Method Controls the method used by the player to process and display the video.

Adjust refresh rate Activate to automatically set the refresh rate which is best matched with the video that is playing

Allowed error in aspect ratio (%) Allow video player to try to fit video to screen by ignoring aspect ratio by a certain amount

High quality upscaling (GL only) Enables video upscaling to resize the source video frames to the size of the screen (XBMC's resolution). Note: Overrides the OSD hardware setting

Upscaling method (GL only) [Bicubic, Lanczos, Sinc, VDPAU (GL & Linux with VDPAU capable Nvidia GPU only)] These methods use FFMPEG's software scaler (swscale). The differences between them is the algorithm used and the number of "taps" performed for calculating the final pixel's color. Sinc is generally the highest quality but also the most time consuming, followed by Lanczos and then Bicubic, however, this can be subjective. Note that all these methods are software methods, they are not hardware accelerated, so enabling them can result in frame drops and out of sync audio depending on your CPU, resolution etc.

VDPAU HQ Upscaling level (GL & Linux with VDPAU capable Nvidia GPU only) Requires NVIDIA's linux driver v190.32 or later and VDPAU 'Feature set C' capable GPU

VDPAU Studio level colour conversion (GL & Linux with VDPAU capable Nvidia GPU only) Enables studio level color correction. Corrects errors occurring from conversion between Y'CbCr and RGB. Useful if your TV can't handle PC level color ranges

Forced DVD Player Region Forces a region for DVD playback.

Attempt to skip introduction before DVD menu Attempts to skip 'unskippable' introductions before DVD menu

Enable edit and decision lists Enables edit and decision lists (see [EDL \(commercial skipping\) and SceneMarker support](#))

Sync playback to display This setting enables syncing the video to the refresh rate of the monitor.

A/V sync method [Audio Clock, Video Clock(resample audio) or Video Clock(Drop/Dupe Audio)] Audio has to stay in sync, this can either be done by resampling, skipping/duplicating packets, or adjusting the clock if it gets out of sync too far. Resampling has the advantage that the speed of the video can be changed considerably, so 24 fps can be sped up to 25 fps to play at PAL speed. The disadvantage of resampling is that it doesn't work with passthrough, and there is a slight loss of audio quality. Skipping/duplicating audiopackets has no loss of audio quality, but the speed of the video can only be changed a little to avoid doing a skip/duplication too often, most of the time it's inaudible, but it can produce a very audible click. Adjusting the clock has the best audio quality, but some extra video jitter can occur, also the speed of the video can't change much, as the audio will sync the clock more often the more the speed of the video is changed.

Maximum resample amount (%) The maximum percentage the speed of the video can be changed to fit the refreshrate, the default is 5% to allow cinema to PAL speedup (24 to 25 fps, 4%), this is only available when

resampling (a small speed change will still happen without resampling).

Resample quality Quality of the resampler, goes from low to really high, the default is medium which should be fine for anyone. The higher the quality of the resampler, the more cpu it will use. You can look at the resampler types at [libsamplerate](#)

Subtitles Settings tab

Lets you change how XBMC renders subtitles (not including DVD subtitles)



Font

- Size
- Style
- Colour
- Charset

Enable Flipping Bi-Direction Strings

Enable this for allowing right-to-left subtitles

Search for Subtitles in RARs

Enable this to let XBMC search for subtitles inside RAR compressed files

Custom Subtitle Directory

Set a custom directory for your subtitles. This can be an smb share.

Weather Settings

General settings tab

- **Change Area Code** These are the towns that XBMC will display weather information for. To change them, enter the name or US ZIP Code of the town that you would like to use. If a match is not found, try the nearest large town.

Note: If you want to use the weather function outside of the US you have to type in the name of your town in english language!

- **Region** This option will take you to the [Region](#) page of Appearance Settings, so you can get correct display according to your locale (Fahrenheit vs Celsius, miles vs meters, etc)

Music Settings

General settings tab

Visualisation Determines which visualization will be displayed while listening to music.

Auto Play Next Item This setting enables to automatically play the next item in the current folder. For example, in Files View: After a track has been played, XBMC would automatically play the next track in the same folder.

Clear Playlist on finish This function clears the playlist after all tracks have been played.

Recordings folder This sets the location where you want your recorded *SHOUTcast* streams stored



Library settings tab



Enable Library If unchecked all references to Library Mode are removed from the GUI (Default on).

Fetch Album Information on Scan Automatically fetches album information via scrapers during scan.

Fetch Artist Information on Scan Automatically fetches artist information via scrapers during scan.

Default Scraper Selects the default information source.

Update library on startup Checks for new and removed media files on XBMC startup.

Clean Library... This function will perform a number of 'cleanup' tasks on your music database and can be run if you have moved, deleted or renamed files.

- Removes any songs with invalid paths
- Removes any albums which have no references
- Removes any artists which have no references
- Removes any genres which have no references
- Removes any paths which have no references

Export Music Library Exports the Music Library database to XML files.

Import Music Library Imports a XML file into the Music Library database. *The data is only imported if the entry exists.* If it exists, it removes all current info for that entry from the database, and it inserts the info for that entry from the XML file.

Player settings tab



Configure Audio Hardware... Opens the Audio Hardware Menu

Output Stereo to all Speakers This option allows any stereo soundtrack to be played through all speakers. XBMC does this by simply copying the sound to all channels. There is no surround sound calculation involved at all. The sound is encoded by the XBox into AC3 and output via the digital out. Requires you to be using the Digital Output.

Replay Gain Mode When enabled, XBMC will read the Replay Gain information encoded in your audio files by a program such as [MP3Gain](#) and normalize the sound levels accordingly. You have the option of either using track levels or album levels.

PreAmp Level Replay Gained Files This is the level which files that have Replay Gain information encoded will be amplified on playback.

PreAmp Level Non-Replay Gained Files This is the level which files that do not have Replay Gain information encoded will be amplified on playback.

Avoid Clipping on Replay Gained Files Enabling this will keep the player from clipping (distortion caused by overamplification) Replay Gained Files.

Crossfade Enabling this will cause the player to smoothly fade from one audio track to the next. You can set the amount of overlap of the tracks from 1-10 seconds.

Crossfade album tracks

Cache Opens the Cache Menu, allowing you to change the size of the cache if necessary.

Files settings tab



Enable Tag Reading Enabling tag reading will read the tag-information written in every song. This will slow down read time of large directories (particularly over a network), but will give, if properly named, a better description of your music files. If you wish to have the tag information without having to wait for them to load each time, you can “Scan” your songs from My Music: Songs. This will read the tags of all songs in this directory (and it's subdirectories) and add the information to the database (stored in the “albums” folder). Next time you go into that directory, XBMC will first look for the tag information in the database, which should speed up the directory loading.

Track Naming Template Controls the way that the names of songs are displayed in the UI. In order to function properly, ID3 tags need to be enabled. For a list of options that can be used, see [Tags Available for Audio Files](#)

Track Naming Template Right Works in the same manner as Track Naming Template, but is used for the information on the right-hand side of the UI. It is commonly used to display the length of tracks.

Default View Mode Default View Mode for Music. **Auto** is described [here](#)

Sort Method Default Sort Mode for Music.

Sort Direction Default Sort Direction for Music.

Remember views for different folders XBMC remembers the settings you have chosen for each window. (Stored in [The XBMC Database](#))

Lookup Audio CDs on freedb This will read the information belonging to a inserted audioCD from an internet database. Thus every song will get its correct name and artist displayed.

The IP Address of the CD Database is set in the [advancedsettings.xml](#).

Look for thumbs on remote shares When this option is on, XBMC will search for thumbs on remote shares (which as of the time of writing includes DVD and CD media as well, due to the long seek/read times). This can often slow down listing of network folders quite dramatically (particularly if there are many items that have no thumbs), hence the option to turn it off. If you Scan your music collection while this option is on the thumbs are cached locally, and a reference to the thumb is stored in the music Library. This significantly speeds up listings. Turn the option off after the scan if you have many folders/files without associated thumbs. For more information on creating custom thumbnails, see [Thumbnails](#)

Last.FM settings tab



Submit Songs to LastFM Allows you to submit information about the music that you play to LastFM.

Submit LastFM Radio to LastFM The same as above, but applies to songs played through LastFM radio.

LastFM Username and Password This is where you enter the user name and password for your LastFM account.

CD Ripping settings tab

CDDA Rip Folder This option defines the location on your hard drive that ripped tracks will be saved to. (Note: To rip to a Samba share, you must define the rip location via [advancedsettings.xml](#).)

Track Naming Template Controls the way that your ripped songs will be named. For a list of options that can be used, see [Tags Available for Audio Files](#)

Encoder This option defines which audio encoder to use when ripping.

Quality This option defines in which quality you want to rip your files.

Bit Rate This option defines which bitrate to use for the specified audio encoder for audio compression.



Network Settings

Network settings tab

Assignment Determines how the network addresses are assigned to XBMC. You can choose between Automatic (DHCP), Manual (Static IP), or Default (uses the settings configured in your dashboard).

IP Address Allows you to set the IP address that XBMC will use.

Netmask Allows you to set the netmask for the network that your system is on.

Default Gateway Allows you to set the gateway for your network. This should be the IP address of your router or PC running Internet Connection Sharing.

DNS Server Allows you to configure the DNS server used by XBMC. This should be the IP address of your router, a PC running Internet Connecting Sharing, or a valid DNS from your ISP.



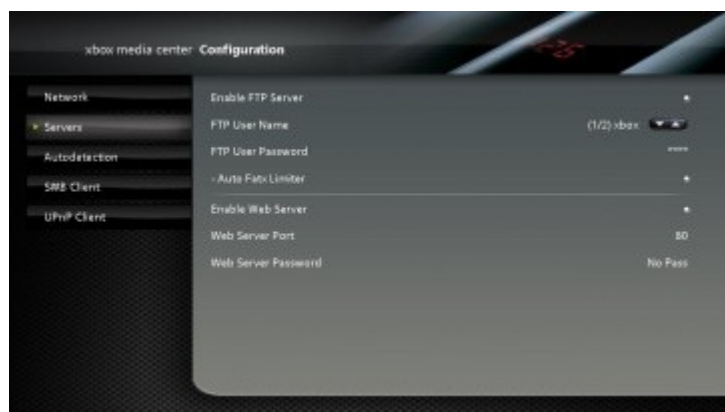
Note that if this is not set, most Internet functionality, such as RSS feeds will not function.

Enable HTTP Proxy If your internet connection uses a proxy, configure it here.

If your proxy requires a username and password, it can be configured in [Advanced Settings](#)

Enable Internet Lookups Toggles whether or not XBMC will do Internet Lookups to get information for Weather, IMDB, CDDDB, etc.

Servers settings tab



Enable FTP Server Enables XBMC's built-in FileZilla FTP server

FTP User Name The username to log into the FTP server

FTP User Password The password to log into the FTP server

Auto FATX Limiter When enabled, XBMC will automatically modify the names of files transferred in order for them to be compatible with the Xbox filesystem.

Enable Web Server Enables [The Web Interface](#)

Web Server Port Defines the port of the Web Server

Webserver Password Defines the password used for the Web Server

Autodetection settings tab

Xbox Autodetection When enabled, XBMC will automatically detect if it is connected to another Xbox that is running a FTP server.

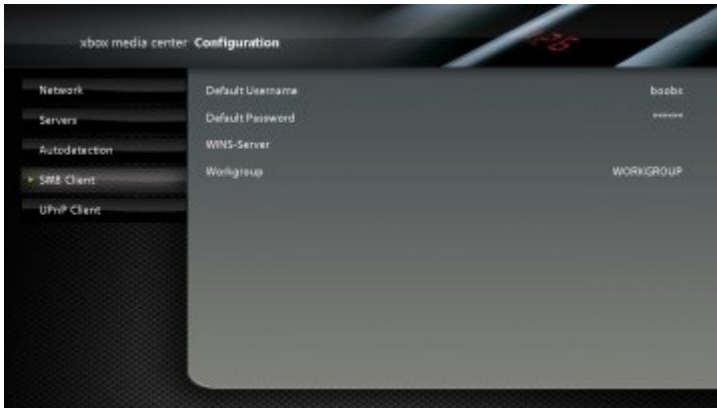
Ask to Connect When enabled, XBMC will ask before attempting to connect to another FTP server.

Nick Name Here you can define the Name of your Xbox to see which is yours, when multiple Xboxes are connected together.

Send FTP User and Password Enable this to send the FTP Username and Password to log into another FTP server.



SMB Client settings tab



Default Username The username used to log into your SMB share

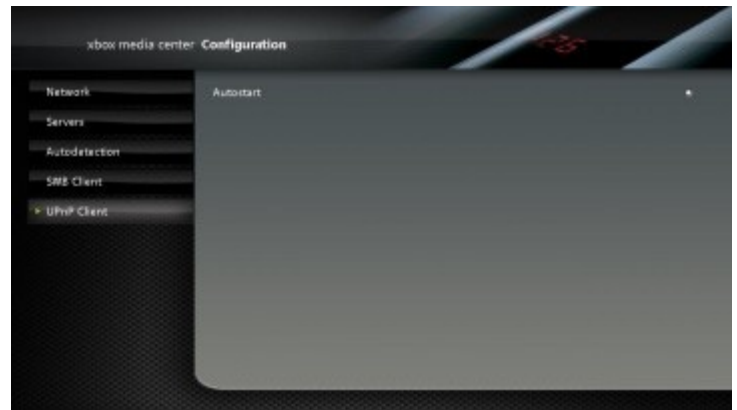
Default Password The password used to log into your SMB share

WINS-Server The WINS server address for your network

Workgroup The name of the workgroup that your SMB share is on

UPnP Client settings tab

Autostart When enabled will automatically run the UPnP Client on startup.



Pictures Settings

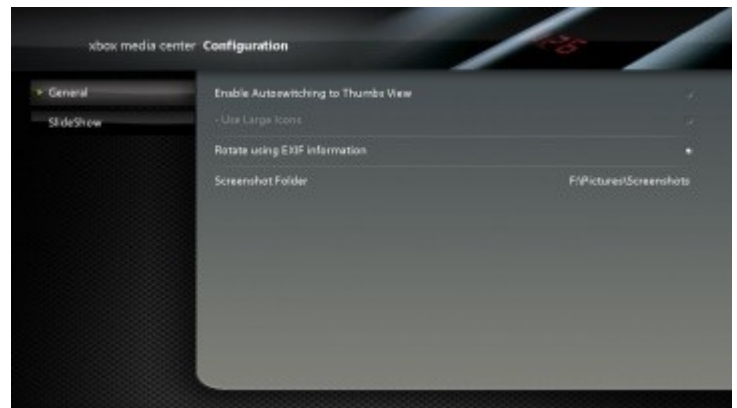
General settings tab

Enable Autoswitching to Thumbs View When enabled, XBMC will automatically display your pictures as thumbnails when the list contains more than 25% files. (In the case of Pictures, all items have thumbs as they are generated upon entering the folder.)

Use Large Icons Uses large icons when auto-switching to thumbs view.

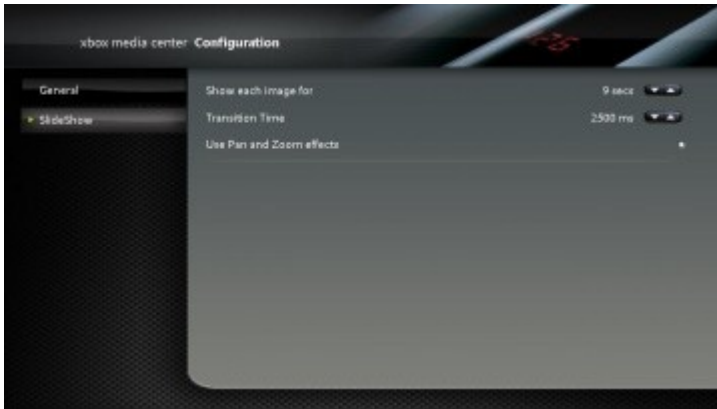
Rotate using EXIF information When enabled, pictures will automatically rotate according to rotate information in the pictures EXIF, if found.

Screenshot Folder This will let you set a folder for saving screenshots. If not set, you will be asked for this



the first time you take a screenshot.

Slideshow settings tab



Show Each Image For Controls the amount of time (in seconds) that each image is displayed for in a slideshow.

Transition Time Controls the amount of time (in milliseconds) for the transition between images in a slideshow.

Use Pan and Zoom Effects When enabled, images in a slideshow will pan and zoom while displayed.

System Settings

Hardware settings tab



Enable Debug Logging Toggles [debug log](#) on / off. Useful for troubleshooting.

Shutdown Idle Timeout Will cause XBMC to automatically power off the Xbox after a specified amount time of non-use.

Front LED Colour Controls the colour of the front LED behind your Xbox eject button. The available options are Off, Green, Orange, Leave as Is and Cycle (the system will cycle through the colours).

Switch LED off on Playback Causes the system to automatically shut off the Xbox's front LED when certain Media is played back.

Switch LED back on if paused This option turns the Xbox's front LED back on when in pause mode, if previous option is turned on.

The available options are:

- No
- Music Only
- Video Only
- Music & Video

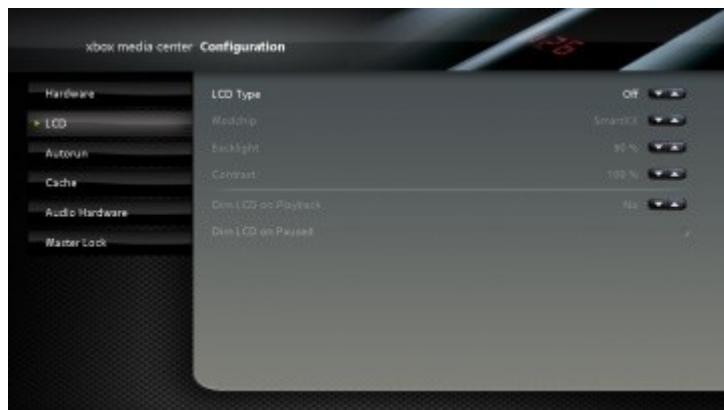
Note: If you have set the Front LED Color to "OFF", then if you have an LCD-Display it will be turned off as well!

Fan Speed Override Allows you to manually set the Xbox fan speed from 10% to 100%, allowing your system to run more quietly. Be careful not to set it too low or it could cause overheating of the Xbox. The fan will restore to the default speed (set in your bios) when starting another application or games.

Auto Temperature Control When enabled XBMC will try to keep the temperature of the Xbox around the target temperature you set. If your Xbox is cooler than the set temperature the fan will gradually slow down until that temperature is reached. If the temperature gets higher then the fan speed will increase trying to keep it around the set temperature. The fan will restore to the default speed (set in your BIOS) when starting another application or games.

Target Temperature This is where you specify the desired temperature for Auto Temperature Control.

LCD settings tab (Xbox Only)



LCD Type The type of LCD display installed in your Xbox. If you set the wrong LCD Display here it will result in the improper display of characters on your LCD!

Modchip The type of Modchip installed in your system. Currently, XBMC offers LCD support for SMARTXX, Xecuter3 and Xenium

Backlight Adjusts the brightness of the LCD backlight

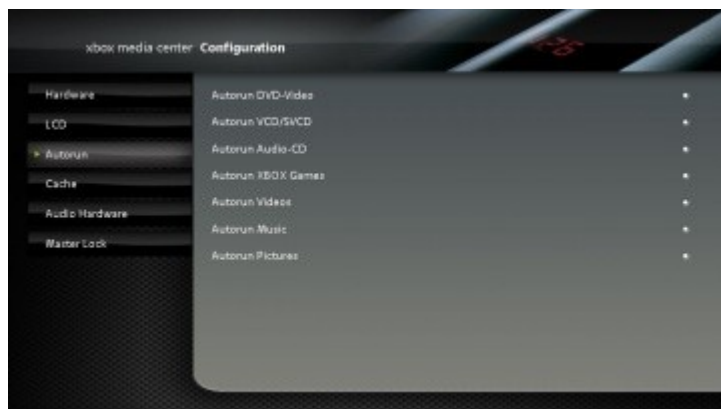
Contrast Adjusts the contrast of your LCD display

Dim LCD on Playback Dim LCD on Paused

Autorun settings tab

Causes XBMC to automatically launch content from media inserted in the DVD Drive. The available options are:

- **Autorun DVD-Video**
- **Autorun VCD/SVCD**
- **Autorun Audio-CD**
- **Autorun Xbox Games**
- **Autorun Video**
- **Autorun Music**
- **Autorun Pictures**



All options are turned on by default.

Hard-disk settings tab



HD Spindown Time Allows you to set the amount of idle time in minutes XBMC will wait before it spins down the hard-disk. This will reduce the noise of your XBOX considerably and decreases heat buildup.

Please note that it takes 5 to 10 seconds before the harddisk is fully operational after a spindown. This causes XBMC to halt and wait for the hard-disk to pick back up. It is not advisable to have a short spindown if you play a lot of music files as your hard-disk can't be in sleep mode (spindown) when it reads an ID3 tag, therefore it will have to restart with every new song. You can set this option in one minute intervals from disabled to one hour. Suggested time: 10 minutes.

Immediate HD Spindown Will enable the hard-disk to spin down (almost) immediately when playing files from a network. **NOTE:** *Immediate HD Spindown will not work when playing files from the harddisk or remote video's with vobsub subtitles.*

- Set it to **Off** to disable this feature.
- Set it to **Music Only** to enable this feature when playing audio files.
- Set it to **Video Only** to enable this feature when playing video files.
- Set it to **Music & Video** to enable this feature for both audio and video files.
- **Delay** Set the amount of time in seconds to wait before spinning down the harddisk.

Cache settings tab



NOTE: These settings are for the XBOX ONLY and are not supported on any other platform.

Cache Settings allows you to control the amount of information that is cached in the system's memory when playing specific types of media from different locations. ***Do not set these values too high, as they will consume too many system resources and adversely affect playback!***

The cache settings are divided into types and locations so those two pieces of information determine what cache is used.

The types are:

- DVD's (including ISO's and VIDEO_TS.IFO files)
- all other Video files
- Audio files

The locations are:

- Hard Disk and DVDROM are the local Xbox hard disk and DVDROM drives.
- Internet applies to http, https, shout, mms, http, rtsp, rtp, udp, lastfm
- Local network is for the remaining protocols (smb, xbms, ftp, etc.) and where an Internet option is not available.

The Internet - Unknown cache is special. It's only used when XBMC cannot determine if the stream is video or audio.

Audio Hardware settings tab

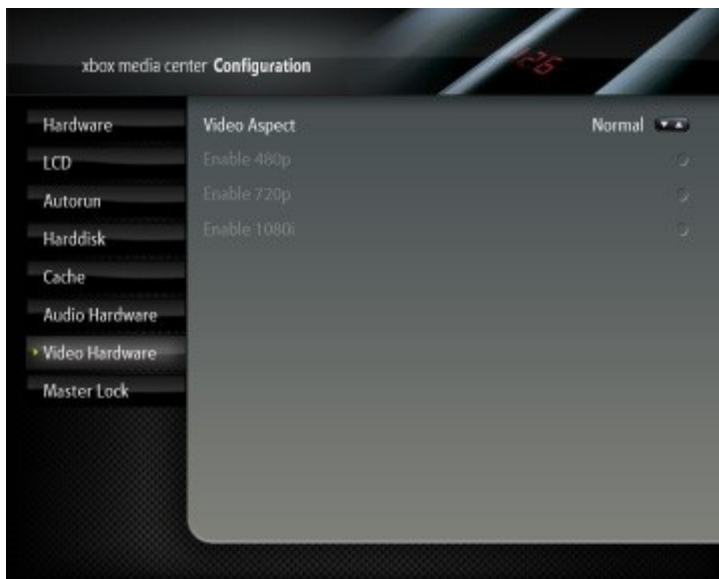
Audio Output Allows you to select between Analog and Digital audio output. Note that in order to use digital output, your Xbox needs to be connected to a compatible receiver and a supported AV pack.

AC3 Capable Receiver Select this option if your receiver is capable of decoding AC3 streams.

DTS Capable Receiver Select this option if your receiver is capable of decoding DTS streams.



Video Hardware settings tab



Video Aspect Allows you to select between 4:3 and 16:9 aspect ratio.

- **Enable 480p**
- **Enable 720p**
- **Enable 1080i**

Master Lock settings tab

NOTE: The Master Lock options are *ONLY* available while using the Default User profile!!

Master Code and Locks Opens [The Master Lock Dialog](#), where you can configure your Master Lock options.

Ask For Master Lock Code on Startup If enabled, the master lock code is required to unlock XBMC on startup

Shutdown Xbox if Master Lock Retries Exceeded If this option is enabled, XBMC will shutdown your Xbox after the maximum number of password attempts has been reached.

Entering Master Code Always Enables Master



Mode If enabled, XBMC will use the Master Mode, enabling Administrator-level access to XBMC until disabled or shut down.

Use lock on login screen When enabled, users have to enter their lock to log in.

Programs Settings

General settings tab

Auto [Flicker Filter](#) patch (Xbox only) This option turns on the automatic [Flicker Filter](#) patching of programs launched by XBMC.

Enable Video Mode Switching (Xbox only) Enables you to switch the video mode that XBMC launches programs in.

Dashboard (Xbox only) Allows you to set the Dashboard launched when choosing Dashboard from the [Shutdown Menu](#)

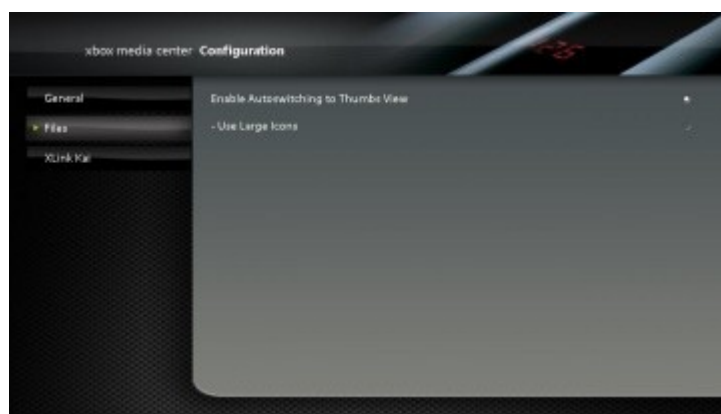
Trainers Folder (Xbox only) Defines which folder that your [trainers](#) are stored in.



Files settings tab

Enable Autoswitching to Thumbs View Can be used to automatically view the contents of a folder in the thumbnail view, as opposed to the list view, when at least 50% of items (files and folders) have thumbnails.

Use Large Icons Will use large thumbnails, as opposed to normal-sized thumbs when autoswitching to thumbs view.



Xlink Kai settings tab: Xbox only, *not covered here*

Appearance Settings

Look and Feel settings tab

Skin Allows you to select the skin which XBMC uses for the user interface. See [Skinning XBMC](#) for more information.

Skin Theme Allows you to change the theme associated with your selected skin. See [Skin Themes](#) for more information.

Skin Fonts Allows you to choose the fonts displayed in the User Interface. The font sets are configured in the font.xml portion of your skin. See [Fonts](#) for more information.

Skin Zoom Allows you to zoom in the view of the GUI.

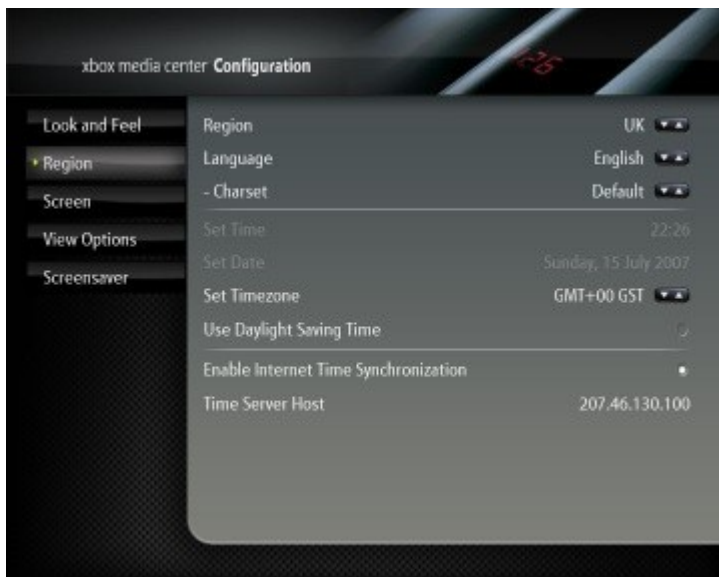
Startup Window Allows you to select the screen that XBMC starts up to.

Navigation Sounds Allows you to select or disable the sound scheme used in the User Interface.

Enable RSS Feeds Turn this off to remove the scrolling [RSS news ticker](#)



Region settings tab



Region Allows you to select the various formats used in XBMC for temperature, time and date. The available options are depending on selected language.

Language Chooses the language the User Interface is displayed in.

Charset Allows you to choose which character set is used for displaying text in the GUI.

Set Time Allows you to manually set the time.

Set Date Allows you to manually set the date.

Set Timezone Allows you to set the timezone you live

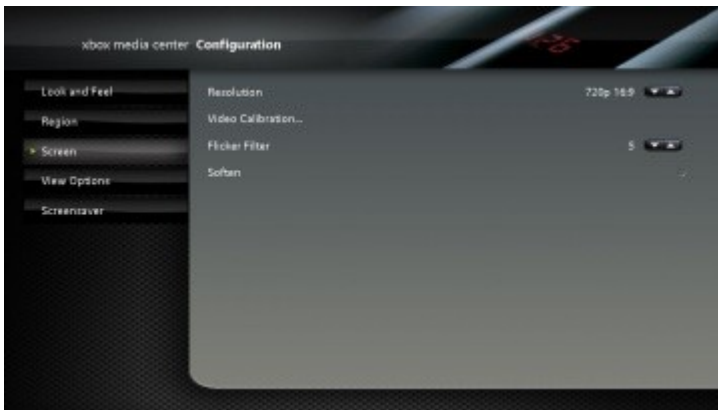
in.

Use Daylight Saving Time Check this option if your timezone uses daylight savings.

Enable Internet Time Synchronization When enabled, XBMC will automatically synchronize your system time with an Internet time server.

Time Server Host The IP address of the Internet time server to be used

Screen settings tab



Resolution

Changes the resolution that the User Interface is displayed in. If your desired mode is not available, make sure you are using a compatible AV pack and have the modes enabled in the Xbox dashboard.

Video Calibration...

Opens [The User Interface Calibration Window](#)

Flicker Filter

Set the level of filtering to prevent flickering of the user interface.

Soften

Enable/Disable softening of the user interface. Softening removes some visual artifacts appearing in displays that have sharp color transitions. Using this filter causes loss of some detail.

View Options settings tab



Hide Parent Folder Items

Suppresses the display of the parent folder icon (..).

Hide Media Extensions Suppresses the display of the extensions on media files. For example. "You Enjoy Myself.mp3" would be simply be displayed as "You Enjoy Myself".

Ignore tokens When Sorting Allows for certain tokens to be ignored during sort operations. For example, with this option enabled, "The Simpsons" would simply be sorted as "Simpsons".

Make archives with one file transparent Enabling this will cause .RAR archives with a single file in them to be treated and viewed as a single file, eliminating the need to open the archive. This is required to get rared media to work with the video library.

Remember selected file on forward navigation When enabled, XBMC will remember the last item selected in each folder and will automatically reselect it when you return to that folder.

Allow File Renaming and Deletion Allows you to delete and rename files through the user interface.

Disable add source buttons in file lists Removes the add source button from root sections of the user interface.

Screensaver settings tab



Screensaver Mode Chooses the screensaver. Note: When fullscreen video playback is paused, or a dialog box is active, XBMC will force the "Dim" screensaver. To avoid potential worries of plasma screen burn-in, set the Dim screensaver fade level to 0%. *Old versions of XBMC could only select down to 10% via the settings screen; this can also be accomplished by adding an entry to advancedsettings.xml for*
`<screensaver><dimlevel>0</dimlevel></screensaver>` *(this will remove the Fade Level control from the settings screen altogether).*

Screensaver Preview Allows you to preview the selected screensaver.

Screensaver Idle Timeout Allows you to set the amount of idle time required before displaying the screensaver.

Use Visualization if Playing Audio With this option enabled, XBMC will start the selected visualization instead of displaying the screensaver if music is being played.

Lock Screensaver Screensaver Fade Level

Controls how much the screen dims when the screensaver is set to dim mode.

Slideshow Folder Determines what pictures to use when the screensaver is set to Slideshow mode.

Randomize When enabled, will randomize the pictures displayed in Slideshow Mode.

Advanced Settings

All advanced settings (or 'power-user' settings) can not be accessed from the Graphical User Interface, this is to prevent normal end-users from messing up XBMC by more than they need to. To change/edit advanced settings or configurations you must manually edit XML-files (special formatted text-files) on your computer via a standard text-editor and then transfer them to your XBMC system. For more information see the [Advanced Configuration](#) section of the on-line XBMC manual.

Resetting XBMC settings to default

You are able reset all XBMC settings that are accessible from XBMC's GUI (Graphical User Interface) to the default settings, (which can be useful if you changed something that messed up XBMC so that you cannot access the GUI to change the setting back).

On the PC ports you are able to delete guisettings.xml in your [Userdata](#) folder.

For XBox: Hold down both thumbsticks (clicked) when launching or booting XBMC. This will cause a screen to pop up asking you if you want to reset your settings (including the active skin) to the system defaults.

The only settings not reset by this method is the Master lock code, and the advanced settings only accessible via manual edit of XML-files, (such as advancedsettings.xml, Keymap.xml, LCD.xml, RssFeeds.xml and PartyMode.xml).

HOW-TO install and use scripts in XBMC

Plugins versus Scripts confusion

Please do not confuse "Plugins" with "Scripts". Unlike the Scripts, Plugins are not meant to be directly invoked by the user. Instead, Plugins are automatically invoked when the user enters such a virtual folder. Do not try to run Plugins files from the scripts window as that will only give you some weird error message. Plugins, unlike Scripts, do not really provide new functionality to XBMC, instead what they do do is provide an easy way to present content listings in XBMC through the native graphical user interface.

Finding and Adding Scripts

When you download and compile the XBMC SVN source code, there will already be some scripts inside of the *Scripts* folder. If you want more scripts that you may have heard of or seen somewhere, they can be added using the **SVN Repo Installer**, found under *Programs*, then in *Program Plugins*.

Removing Pre-Installed Scripts

Several scripts could be packaged with your XBMC by default, this depends on the build/package you have. To remove these pre-installed scripts delete them from the *Scripts* folder within the XBMC directory.

File Manager

XBMC for Xbox has a built-in file manager which lets you transfer/copy/move/delete/rename files and folders on your local hard drive, FTP shares and Windows File-Shares.

The My Files View

My Files is similar to Windows' File Explorer. It allows you to do the following:

- Copy Files and/or Folders (to the Xbox)
- Move Files and/or Folders (to the Xbox)
- Delete Files or Folders
- Rename Files or Folders

When you open up My Files, you will notice that the screen is split into two halves. The left-hand side is where you work with files and perform actions on them. The right-hand side is where you select the destination if you are copying or moving files. You can switch between the two sides by pressing right or left on the controller.



Selecting Files

You have the option of working with single files or multiple files at the same time.

Single File Simply highlight the file.

Multiple Files Select the file or folder you want to work with by highlighting it and pressing the Y button on the Xbox controller (“1” on the Xbox remote). You will notice that the filename has turned yellow. This means that the file is selected. Continue to the next file that you wish to select and do the same.

The Context Menu

You perform actions on your files using the *Context Menu*. In order to use the Context Menu, select the files that you wish to work with. Then, press the *White* button on your Xbox controller (the *Title* button on the remote).

This will bring up the context menu, pictured below left. The following options are available:



Illustration 3: Context Menu

- **Select All** Selects every file in the current folder. Pressing it again will deselect all.
- **Rename** Allows you to change the name of the file.
- **Delete** Allows you to remove the file. Beware, XBMC does not have a 'recycle bin', so once deleted, a file is unrecoverable.
- **Copy** Will copy the selected file or folder to the location open on the right-hand side of the screen. Note that you are unable to copy or move files TO network shares, but you are able to copy (but not move) them FROM the network shares.
- **Move** Will move the selected file or folder to the location open on the right-hand side of the screen.
- **New Folder** Will create a new folder.
- **Calculate Size** Displays the size of the currently selected folder.

Managing files/folders on SMB-shares

You can manage files and folder on Windows File-Shares just as you would with local shares, as long as you have the correct permissions for that share.

The Web Interface

The XBMC Web GUI control-interface uses XBMC's built-in WebServer to allow you to control certain aspects of XBMC via a remote web-browser on the same network as your XBMC, (e.g. from your computer). If you would like to use this XBMC Web GUI, then the HTTP-server must be activated in the XBMC Network Settings. Once activated, the XBMC Web GUI control-interface can be accessed by pointing your browser to **http://** followed by the actual IP-address of your Xbox.

Once you are connected, you will see a number of options including: My Music, My Videos, Music Playlist, Video Playlist, and playback controls, most of which are self explanatory. When you're adding files to the playlist, you can click the name of the file to begin play immediately, or you can click the Q next to the file name to add it to the playlist (queue).

You can also change some settings and create, delete, or edit sources using the web interface by using the links at the top of the window.



Appendix

Common Platform-Independent Keyboard Mapping

Key	Description, Notes
Any Single character	That button on the keyboard, Case INSENSITIVE
O	Displays CPU usage and video diagnostic information
P	Play
Space	Pause
X	Stop
L	Enable or disable subtitles
T	Toggle subtitles on and off
F	FastForward
R	Rewind
Left-arrow	Left
Right-arrow	Right
Up-arrow	Up
Down-arrow	Down
Page Up	Page Up
Page Down	Page Down
Return	Select
Backspace	Parent Directory
Q	Queue
M	Activate OSD Player Controls
S	Activate Shutdown Menu
Esc	Home menu (remembering the last menu-position when you return to it)
I	Media Info
Application key	Context Menu
C	Context Menu
Period	Skip Next
Comma	Skip Previous
Tab	Toggles full-screen modes (either visualization or video playback)
Print Screen	Screen shot
Minus (-)	Volume Down









Plus (+)	Volume Up
Zero (0)	Number 0
One (1)	Number 1
Two (2)	Number 2
Three (3)	Number 3
Four (4)	Number 4
Five (5)	Number 5
Six (6)	Number 6
Seven (7)	Number 7
Eight (8)	Number 8
Nine (9)	Number 9
Backslash (\)	Toggle Application Full Screen / Windowed mode
End	Shutdown XBMC

Xbox Controls



Illustration 4: Xbox Controller Global button definitions

List of Global Controls for Controller

Action	Button	Button Icon	Description
Click/Push down	Left Thumbstick	 RIGHT	Takes a Screenshot
Move	Right Thumbstick	 RIGHT	Up / Down: Volume. Left/ Right: Analog Seek
Click/Push Down	Right Thumbstick	 RIGHT	ButtonMenu
Press	A Button		Select
Press	B Button		Back to Parent Directory
Press	Back Button	 BACK	Previous Menu
Press	White Button		Context Menu
Pressure	Left Trigger		Page Up
Pressure	Right Trigger		Page Down
Press	Left DPad		Up / Down / Left / Right: Movement

GLOBAL CONTROLS

toggle between GUI / fullscreen
(video / music visualisation)

play controls

show / hide context menu

navigation

select / enter / play / execute

show / hide menu or
On screen display (OSD)

Keypad 0-9

show context-specific information
(jump to System Info from
home screen)

go up one directory
go back to previous screen

Volume up

Volume down

Volume mute

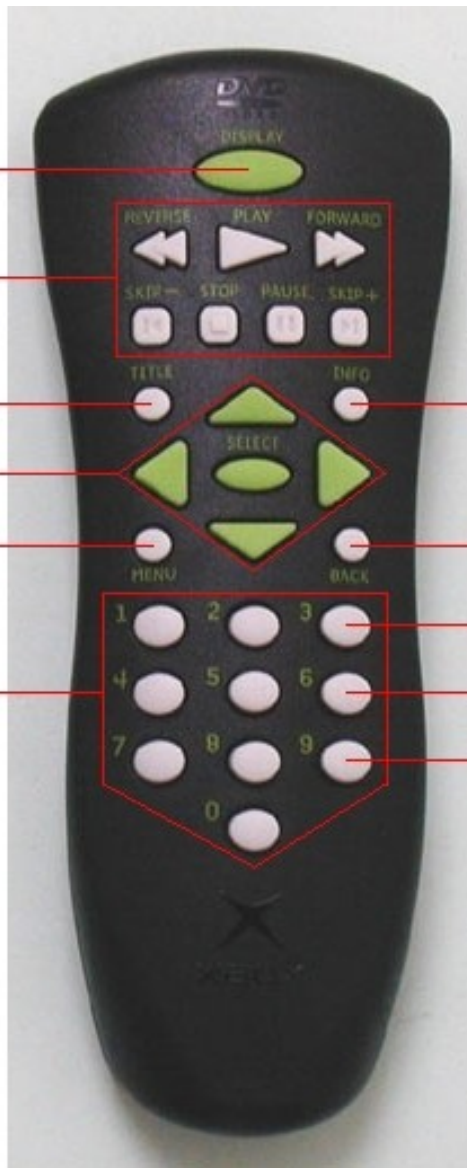


Illustration 5: Xbox Remote Global button definitions



Illustration 6: Xbox Controller Video button definitions



Illustration 7: Xbox Controller Video button definitions

FULLSCREEN VIDEO CONTROLS

toggle between GUI / fullscreen

play controls

show / hide time info

left/right = small step back/forward

down/up = big step back/forward

navigation / select / enter / play

show / hide On screen display

Keypad 0-9

show / hide codec info

toggle aspect ratio

jump back one small step
(e.g. to read missed subtitles)

Volume up

Volume down

Volume mute

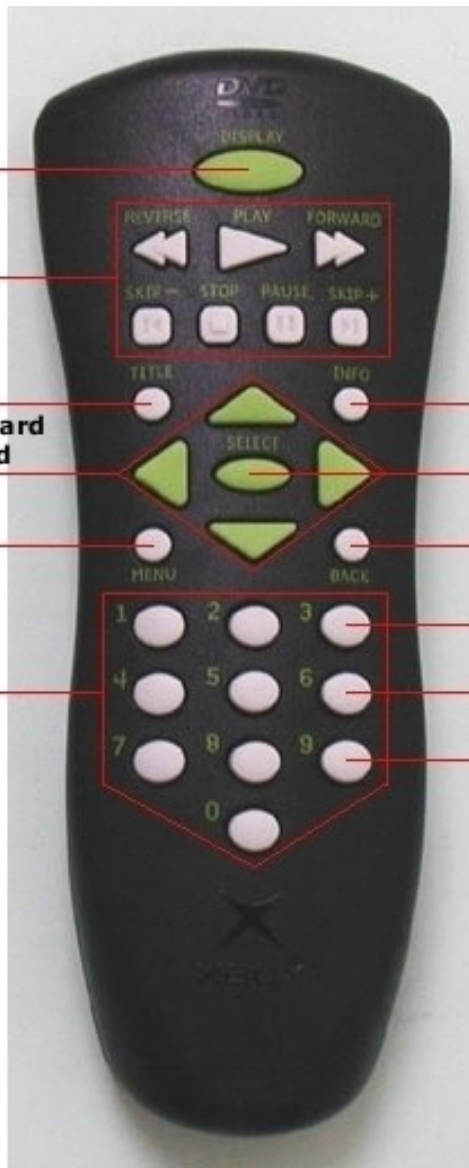


Illustration 8: Xbox Controller Video button definitions



Illustration 9: Xbox Controller Music button definitions

SLIDESHOW CONTROLS

toggle between GUI / fullscreen

play controls (background music)

show / hide picture info

navigation / select / enter / play

go back to previous menu

Zoomlevel 0-9

show / hide music info

go back to previous screen

Volume up

Volume down

Volume mute

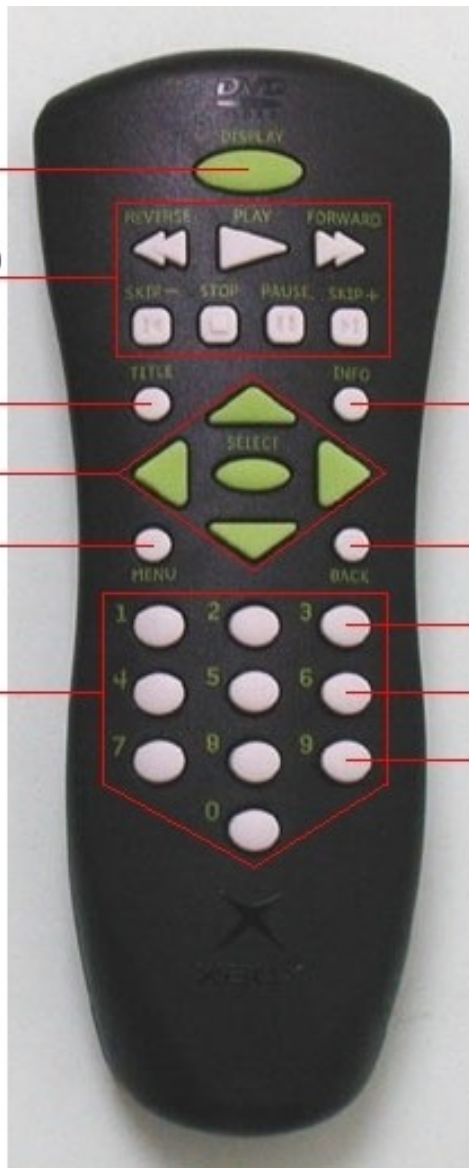


Illustration 10: Xbox Remote Slideshow (Picture) button definitions



Illustration 11: Xbox Controller Fullscreen Music Visualization button definitions



Illustration 12: Xbox Controller File Manager button definitions

