

Rockbox - users manual  
for  
for IRiver H120/H140



rockbox.org  
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## **Chapter 1**

# **Getting started**

## 1.1 Welcome

This is the manual for Rockbox. Rockbox is a replacement firmware for the Jukebox Studio, Recorder and Ondio players made by Archos, the H120/140 players from iRiver and the Apple iPod Nano etc. It is a complete rewrite of the software used to make the PDA play and record music, and contains many features and enhancements not available in the original firmware supplied by the manufacturer. Among the things that Rockbox has to offer are the following:

- Faster loading than the IRiver H120/H140 firmware
- Uninterrupted playing of MP3 files – skipping is very rare
- More control over how your music is played
- Built in viewers for several common file types
- Sophisticated plugin system that allows the Jukebox to run games, a calendar, a clock, and many other applications.
- Totally removable. (Removal of Rockbox before returning the Jukebox for repair under warranty is advised.)
- Optional voice user interface for complete control without looking at the screen

Rockbox is a complete from scratch rewrite of the IRiver H120/H140 software and uses no fragments of the original firmware. Not only is it free to use, it's also released under the GNU public license, which means that it will always remain free to both use and to change.

## 1.2 Getting more help

This manual is intended to be a comprehensive introduction to the Rockbox software. There is, however, more help available. The Rockbox website at <http://www.rockbox.org/> contains very extensive documentation and guides written by members of the Rockbox community and this should be your first port of call when looking for further help.

## 1.3 Downloading Rockbox

The latest release of the Rockbox software will always be available from <http://www.rockbox.org/download/>. Windows users may wish to download the self-extracting Windows installer, which works for all Jukebox models,

but those wishing to install manually or using a different operating system should choose the .zip archive containing the firmware for their model of the Jukebox.

## 1.4 Installing Rockbox

Using the Windows self installing executable to install Rockbox is the easiest method of installing the software on your Jukebox. Simply follow the on-screen instructions and select the appropriate drive letter and Jukebox model when prompted. You can use “Add / Remove Programs” to uninstall the software at a later date.

For non-Windows users and those wishing to install manually from the archive the procedure is still fairly simple. Connect your IRiver H120/H140 to the computer via USB as described in the manual that came with your IRiver H120/H140. On Windows, the IRiver H120/H140 drive will appear as a drive letter in your “My Computer” folder. Take the file that you downloaded above, and unpack its contents to your IRiver H120/H140 drive. You can do this using a program such as <http://www.info-zip.org/> or <http://www.winzip.org/>.

You will need to unpack all of the files in the archive onto your hard disk. If this has been done correctly, you will have a file called **rockbox.iriver** in the main folder of your IRiver H120/H140 drive, and also a folder called **/.rockbox**, which contains a number of system files used by the software.

## 1.5 Enabling Speech Support (optional)

If you wish to use speech support you will also need a language file, available from <http://www.rockbox.org/twiki/bin/view/Main/VoiceFiles/>. For the English language, the file is called **english.voice**. When it has been downloaded, unpack this file and copy it into the **lang** folder which is inside the **/.rockbox** folder on your Jukebox. Voice menus are turned on by default. See page ?? for details on voice settings.

## 1.6 Running Rockbox

Remove your Jukebox from the computer’s USB port. Unplug any connected power supply and turn the unit off. When you next turn the unit on, the Jukebox firmware will start to load, and then it will load Rockbox for you. When you see the Rockbox splash screen, Rockbox is loaded and ready for use.

## 1.7 Uninstalling Rockbox

If you would like to go back to using the original IRiver H120/H140 software, then connect the IRiver H120/H140 up to your computer, and delete the **rockbox.iriver**. If you wish to clean up your disk, you may also wish to delete the **.rockbox** folder and its contents. Turn the IRiver H120/H140 off and on and the normal IRiver H120/H140 software will load.

## **Chapter 2**

# **The Rockbox interface**

## 2.1 Your Jukebox

*[Warning: Image ignored] [Warning: Image ignored]*  
*Jukebox Player Jukebox Recorder*  
*[Warning: Image ignored]*

*Ondio 128*

Throughout this manual, the buttons on the Jukebox are labelled according to the pictures above. There are minor cosmetic differences between Jukebox models, but the buttons are in approximately the same position as on the picture.

To turn on a Jukebox containing Rockbox, hold down the ON key for 2-3 seconds. (Flashed Jukeboxes only require a tap of the ON key – see page ?? for more information about flashing Rockbox.) On shutdown, Rockbox automatically saves its settings and turns off the hard drive safely. To tell Rockbox to shut the Jukebox down, do the following:

<i>model</i>	<i>POWER OFF</i>
V2 / FM RECORDER/ ONDIO	Hold the OFF key for 2-3 seconds
V1 RECORDER	Double-tap the OFF key when playback is stopped
PLAYER	From the Rockbox Main Menu select <b>Shutdown</b>

In the unlikely event of a software failure, a hardware power off can be performed by holding down STOP until the Jukebox power light goes off. This works for all models of Jukebox.

For further details about connecting, charging and caring for your Jukebox, please see the Archos manual that came with it.

## 2.2 File Browser

*[Warning: Image ignored] [Warning: Image ignored]*  
*Recorder file browser Player file browser*

The file browser helps you navigate through the files on your Jukebox, entering folders and executing the default action on each file. To help us differentiate files, each file format is displayed with an icon. You can select which file types are displayed (see page 28).

### 2.2.1 Controls

### 2.2.2 File Menu

*[Warning: Image ignored] [Warning: Image ignored]*  
*Recorder file menu Player file menu*

This menu operates on the file that was selected in the browser at the time ON+PLAY was pressed to enter it. It can also be accessed by holding down the PLAY key for a short while. It offers the following options:

- **Open with:** Runs a viewer plugin on the file. Normally the filetype of a file is detected and the appropriate plugin is run automatically when you press play on it. Use this menu if for some reason you want to override the default action and select a viewer by hand. See page 43 for more details on viewers. For example, this would be used to run the VBRfix plugin to recreate the Xing header for an MP3 file, which can fix problems such as fast-forward and rewind not working correctly on a particular MP3 file or the play time of a track being listed incorrectly.
- **Playlist:** Change to the Playlist submenu (see below).
- **Rename:** This function lets the user modify a file name.
- **Delete:** Only files can be deleted, not folders. Rockbox will ask for confirmation before deleting a file. Press PLAY to confirm deletion or any other key to cancel.
- **Delete Directory:** Deletes the folder pointed to by the cursor and all the files and folders contained in it. Use with caution.
- **Create Directory:** Makes a new folder in the current folder on the disk.

### 2.2.3 Playlist Submenu

If the playlist submenu is invoked on a directory, it will act on all the files within that directory. If invoked on a playlist it will act on all the files in that playlist. Otherwise it acts only on the current file.

*[Warning: Image ignored] [Warning: Image ignored]*  
*Recorder playlist submenu Player playlist submenu*

This menu provides the following options:

- **Insert:** Add track(s) to playlist. If no other tracks have been inserted then the selected track will be added immediately after current playing track, otherwise they will be added to end of insertion list.

- **Insert next:** Add track(s) immediately after current playing track, no matter what else has been inserted.
- **Insert last:** Add track(s) to end of playlist.
- **Queue:** Queue is the same as Insert except queued tracks are deleted immediately from the playlist after they've been played. Also, queued tracks are not saved to the playlist file (see page 20).
- **Queue next:** Queue track(s) immediately after current playing track.
- **Queue last:** Queue track(s) at end of playlist.

You can insert a track, directory or playlist even if nothing is currently playing. In this case, a new playlist is created with only the selected tracks and then play is started.

Note: The dynamic playlist is saved so resume will restore it exactly as before shutdown. Stopped playlists can be resumed from File Browser by pressing ON.

### 2.2.4 Virtual Keyboard

*[Warning: Image ignored] [Warning: Image ignored]  
Recorder keyboard Player Keyboard*

This is the virtual keyboard that is used when entering file names in Rockbox.

## 2.3 While Playing Screen

The While Playing Screen (WPS) displays various pieces of information about the currently playing MP3 file:

### 2.3.1 WPS Key Controls

### 2.3.2 Peak Meter

The peak meter can be displayed on the While Playing Screen and consists of several indicators. For a picture of the peak meter, please see the While Recording Screen on page 17.

- **The bar:** This is the wide horizontal bar. It represents the current volume value.
- **The peak indicator:** This is a little vertical line at the right end of the bar. It indicates the peak volume value that occurred recently.

- **The clip indicator:** This is a little black block that is displayed at the very right of the scale when an overflow occurs. It usually doesn't show up during normal playback unless you play an audio file that is distorted heavily. If you encounter clipping while recording your recording will sound distorted. You should lower the gain. Note that the clip detection is not very precise. Clipping might occur without being indicated.
- **The scale:** Between the indicators of the right and left channel there are little dots. These dots represent important volume values. In linear mode each dot is a 10% mark. In dbfs mode the dots represent the following values (from right to left): 0db, -3db, -6db, -9db, -12db, -18db, -24db, -30db, -40db, -50db, -60db.

### 2.3.3 ID3 Viewer

*[Warning: Image ignored]*  
*The ID3 viewer*

This screen is accessible from the WPS screen by pressing F1+ON (recorder) or MENU+ON (player). It provides a detailed view of all the identity information about the current track that is stored in an MP3 file. Use the LEFT and RIGHT (recorder) or PLUS and MINUS (player) keys to move through the information and the STOP key to exit the viewer.

## 2.4 Quick Screen Menus

*[Warning: Image ignored] [Warning: Image ignored]*  
*F2 Quick Screen Menu F3 Quick Screen Menu*

Rockbox handles function buttons in a different way to the Archos software. F1 is always bound to the menu function, while F2 and F3 enable two quick menus.

F2 displays some browse and play settings which are likely to be changed frequently. This settings are Shuffle mode, Repeat mode and the Show files options

Shuffle mode plays each track in the currently playing list in a random order rather than in the order shown in the browser.

Repeat mode repeats either a single track (One) or the entire playlist (All).

Show files determines what type files can be seen in the browser. This can be just MP3 files and directories (Music), Playlists, MP3 files and directories (Playlists), any files that Rockbox supports (Supported) or all files on the disk (All).

See page 27 for more information about these settings.

<b>KEY</b>	<b>ACTION</b>
LEFT	Controls Shuffle mode setting
RIGHT	Controls Repeat mode setting
DOWN	Controls Show file setting

F3 controls frequently used display options.

Scroll bar turns the display of the Scroll bar on the left of the screen on or off.

Status bar turns the status display at the top of the screen on or off.

Upside down inverts the screen so that the top of the display appears nearest to the buttons. This is sometimes useful when storing the Jukebox in a pocket. Key assignments swap over with the display orientation where it is logical for them to do so.

See page 29 for more information about these settings.

<b>KEY</b>	<b>ACTION</b>
LEFT	Controls scroll bar display
RIGHT	Controls status bar display
DOWN	Controls upside down screen setting

## **Chapter 3**

# **The Main Menu**

## 3.1 Introducing the Main Menu

*[Warning: Image ignored] [Warning: Image ignored]*

*Recorder main menu Player main menu*

This is the screen from which the rest of the Rockbox functions can be accessed. It is used for a variety of functions, which are detailed below. You can access the Rockbox main menu by pressing MENU (player/studio version) or F1 (recorder version) key. All options in Rockbox can be controlled via this menu. Some of them can also be found in the Quick Menus (recorder version only).

All settings are persistently stored on the unit. However, Rockbox does not spin up the disk solely for the purpose of saving settings, but instead will save them when it spins up the disk the next time, for example when refilling the MP3 buffer or navigating through the file browser. Changes to settings may therefore not be saved unless the Jukebox is shut down safely (see page 10).

The two settings menus are covered in detail starting on page ???. All the other options on the main menu are explained here.

Navigating through the menu:

### 3.1.1 Recorder

<b>KEY</b>	<b>ACTION</b>
UP	Moves up in the menu. Inside a setting, increases the value or chooses next option
DOWN	Moves down in the menu. Inside a setting, decreases the value or chooses previous option
PLAY/RIGHT	Selects option
OFF/LEFT	Exits menu, setting or moves to parent menu

### 3.1.2 Player

<b>KEY</b>	<b>ACTION</b>
MINUS	Selects previous option in the menu. Inside an setting, decreases the value chooses previous option
PLUS	Selects next option in the menu. Inside an setting increases the value chooses next option
PLAY	Selects item
STOP	Exit menu, setting or moves to parent menu.

## 3.2 Recording (Recorder, Ondio FM)

### 3.2.1 While Recording Screen

*Recording Screen Recording F2 screen Recording F3 screen*

[Warning: Image ignored]

[Warning: Image ignored]

[Warning: Image ignored]

Entering the “Recording” option in the Main menu launches the recording application. The screen shows the time elapsed and the size of the file being recorded. A peak meter is present to allow you set Gain correctly. The frequency, channels and quality settings are shown on the last line.

The controls for this screen are:

<b>BUTTON</b>	<b>FUNCTION</b>
LEFT	Decreases Gain
RIGHT	Increases Gain
PLAY	Starts recording. While recording, button closes the current file and opens a new (while recording) Pauses / restarts recording
STOP	Exits Recording Screen (while recording) Stop recording
F1	Opens Recording Settings screen (see below)
F2	Quick menu for recording settings. A quick press will leave the screen up (press again to exit), while holding it will close the screen when you release it.
F3	Quick menu for source setting. Quick/hold works as for F2. (while recording) Start a new recording file

### Recording Settings

- **Quality** Choose the quality here (0 to 7). Default is 5, best quality is 7, smallest file size is 0. This setting effects how much your sound sample will be compressed. Higher quality settings result in larger MP3 files.

The quality setting is just a way of selecting an average bit rate, or number of bits per second, for a recording. When this setting is lowered, recordings are compressed more (meaning worse sound quality), and the average bitrate changes as follows.

<i>FREQUENCY</i>	<i>BITRATE (Kbit/s) - quality 0-&gt;7</i>
44100Hz stereo:	75, 80, 90, 100, 120, 140, 160, 170
22050Hz stereo	39, 41, 45, 50, 60, 80, 110, 130
44100Hz mono	65, 68, 73, 80, 90, 105, 125, 140
22050Hz mono	35, 38, 40, 45, 50, 60, 75, 90

- **Frequency** Choose the recording frequency (sample rate) - 48kHz, 44.1kHz, 32kHz (MPEG version 1), and 24kHz, 22.05kHz, 16kHz (MPEG version 2) are available. Higher sample rates use up more disk space, but give better sound quality. This setting determines which frequency range can accurately be reproduced during playback. Lower frequencies produce smaller files, for two reasons. The amount of data to be compressed is smaller and the data is easier to compress, since higher frequencies are not present. The frequency setting also determines which version of the MPEG standard sound is recorded using.
- **Source** Choose the source of the recording. This can be microphone, line in, or SPDIF (digital). For recording from the radio on the FM recorder, see page 19 below.  
Note: you cannot change the sample rate for digital recordings.
- **Channels** This allows you to select mono or stereo recording. Please note that for mono recording, only the left channel is recorded. Mono recordings are usually somewhat smaller than stereo.
- **Independent Frames** The independent frames option tells the Jukebox to encode with the bit reservoir disabled, so the frames are independent of each other. This makes a file easier to edit.

- **Time Split** This option is useful when timing recordings. If set to active it stops a recording at a given interval and then starts recording again with a new file., which is useful for long term recordings.

The splits are seamless (frame accurate), no audio is lost at the split point. The break between recordings is only the time required to stop and restart the recording, on the order of 2-4 seconds.

Options (hours:minutes between splits): off, 24:00, 18:00, 12:00, 10:00, 8:00, 6:00, 4:00, 2:00, 1:20 (80 minute CD), 1:14 (74 minute CD), 1:00, 00:30, 00:15, 00:10, 00:05.

- **Prerecord Time** This setting buffers a small amount of audio so that when the record button is pressed, the recording will begin from that number of seconds earlier. This is useful for ensuring that a recording begins before a cue that is being waited for.

Options: Off, 1-30 seconds

### 3.3 FM Radio (FM recorder Ondio FM)

*[Warning: Image ignored]  
FM radio screen*

This menu option switches to the radio screen.

The keys are:

<b>BUTTON</b>	<b>FUNCTION</b>
LEFT, RIGHT	Change frequency in 0.1 MHz steps. For automatic station seek, LEFT/RIGHT for a little longer.
UP, DOWN	Change volume
PLAY	(EXPERIMENTAL) freezes all screen updates, may enhance radio reception in some cases.
ON	Leave the radio screen with the radio playing
OFF	Back to main menu

The FM radio has the ability to record and to remember station frequency settings (presets).

- **Saving a preset** You can save your favourite stations in the 32 presets. Press F1 to go to the menu, then select "Save preset". Enter the name (maximum number of characters is 32).

- **Selecting a preset** Press F2 to go to the preset list. Use UP and DOWN to move the cursor and then press PLAY to select. Use LEFT to leave the preset without selecting anything.
- **Removing a preset** Press F1 to go to the menu, then select “Remove preset”.
- **Recording** Press F3 to start recording the currently playing station. Press OFF to stop recording. Press PLAY again to seamlessly start recording to a new file. The settings for the recording can be changed in the F1 menu before starting the recording. See page 18 for details of recording settings.

Note: The radio will turn off when playing an MP3.

### 3.4 Bookmarks

The bookmarks menu allows you to create and manage bookmark files.

- **Create Bookmark** While playing a track, use this option to save your current position within the track so that you can return to it at a later time. Bookmarks are saved on a per folder basis i.e. all of the files in the same folder have their bookmarks stored together. You can store multiple bookmarks for the same track.
- **List Bookmarks**  
Recorder bookmark browser  
Player bookmark browser  
While playing a track, use this option to return to any bookmark in the current folder. The bookmark browser screen (shown above) is now displayed. Use the UP and DOWN keys (recorder) or MINUS and PLUS keys (player) to navigate between bookmarks. Press PLAY to jump to a bookmark, ON+PLAY to delete a bookmark or STOP/OFF to exit the browser.
- **Recent bookmarks** If the “save a list of recently created bookmarks” option is enabled then you can view a list of several recent bookmarks here and select one to jump straight to that track. This option is off by default. See page 34 for more details on configuring bookmarking in Rockbox.

### 3.5 Playlist Options

This menu allows you to work with playlists. Playlists can either be created automatically by playing a file in a directory directly, which will cause all of

the files in that directory to be placed in the playlist, or they can be created by hand using the File Menu (see page 11) or using the Playlist Options menu. Both automatic and manually created playlists can be edited using this menu.

- **Create Playlist** Rockbox will create a playlist with all tracks in the current directory and all subdirectories. The playlist will be created one folder level “up” from where you currently are.
- **View Current Playlist** Displays the contents of the playlist currently stored in memory.
- **Save Current Playlist** Saves the current dynamic playlist, excluding queued tracks, to the specified file. If no path is provided then playlist is saved to current directory (see page 11).
- **Recursively Insert Directories** If set to ON then when you insert/queue a directory in Dynamic Playlist, all subdirectories will also be inserted. If set to ASK then you are prompted about recursive insertion when inserting a directory.

## 3.6 Browse Plugins

With this option you can load and run various plugins that have been written for Rockbox.

A detailed description of the different plugins begins on page ??.

## 3.7 Info

This option shows MP3 ram buffer size, battery voltage level and estimated time remaining, disk total space and disk free space.

On players use the MINUS and PLUS keys to step through several pages of information.

- **Show ID3 info** This is an alternative way to access the ID3 viewer. See page 13 for details on the ID3 viewer.
- **Rockbox Info** Displays some basic system information. This is, from top to bottom, the amount of memory Rockbox has available for storing music (the buffer), battery status, hard disk size and the amount of free space on the disk.
- **Version** Software version and credits display.

- **Debug (Keep Out!)** This submenu is intended to be used only by Rockbox developers. It shows hardware, disk, battery status and a lot of other information. It is not recommended that users access this menu unless instructed to do so in the course of fixing a problem with Rockbox. In particular the “Dump ROM Contents”, “View/clear RTC RAM” and “Screenshot” and “Sound test” functions should be treated with care.

### 3.8 Shutdown (Player)

This menu option saves the Rockbox configuration and turns off the hard drive before shutting down the machine. For maximum safety this procedure is recommended when turning off the Jukebox. (There is a very small risk of hard disk corruption otherwise.) See page 10 for more details.

## **Chapter 4**

# **Configuring Rockbox**

## 4.1 Sound Settings

*[Warning: Image ignored] [Warning: Image ignored]*  
*Recorder sound settings Player sound settings*

This menu offers a selection of sound properties you may change to improve your sound experience.

- **Volume**

The sound volume your music is played at. Although settable range is 0-100%, many units don't produce audible output below 40%. On Recorders, volume settings above 92% will cause distortion (clipping) and are not recommended.

- **Bass** This emphasises or suppresses the lower (bass) sounds in the track. 0 means that bass sounds are unaltered (flat response).
- **Treble** This emphasises or suppresses the higher (treble) sounds in the track. 0 means that treble sounds are unaltered (flat response).
- **Balance** How much of the volume is generated by the left or right channel of the sound. The default, 0, means that the left and right outputs are equal in volume. Negative numbers increase the volume of the left channel relative to the right, positive numbers increase the volume of the right channel relative to the left.

- **Channels**

This option controls the on-board mixing facilities of the Jukebox. A stereo audio signal consists of two channels, left and right. Available options are

- **Mono Left:** Plays the left channel in both stereo channels.
- **Mono Right:** Plays the right channel in both stereo channels.
- **Mono:** Mix both channels down to mono and send the mixed signal back to both.
- **Stereo:** Do not mix the signal
- **Stereo Narrow:** Mixes small amounts of the opposite channel into the left and right channels, thus making the sound seem closer together.
- **Stereo Wide:** Elements of one channel that are present in the opposite channel are removed from the latter. This results in the sound seeming further apart.

- **Karaoke:** Removes all sound that is the same in both channels. Since most vocals are recorded in this way to make the artist sound central, this often (but not always) has the effect of removing the voice track from a song.
- **Loudness (Recorder only)** Loudness is an effect which emphasises bass and treble. This makes the track seem louder by amplifying the frequencies that the human ear finds hard to hear. Frequencies in the vocal range are unaffected, since the human ear picks these up very easily.
- **Auto Volume (Recorder only)** Auto volume is a feature that automatically lowers the volume on loud parts, and then slowly restores the volume to the previous level over a time interval. That time interval is configurable here. Short values like 20ms are useful for ensuring a constant volume for in car use and other applications where background noise makes a constant loudness desirable. A longer timeout means that the change in volume back to the previous level will be smoother, so there will be less sharp changes in volume level.
- **Super Bass (Recorder Only)** This setting changes the threshold at which bass frequencies are affected by the **Loudness** setting, making the sound of drums and bass guitar louder in comparison to the rest of the track. This setting only has an effect if **Loudness** is set to a value larger than 0dB.
- **MDB - Micronas Dynamic Bass (Recorder Only)** The rest of the parameters on this menu relate to the Micronas Dynamic Bass (MDB) function. This is designed to enable the user to hear bass notes that the headphones and/or speakers are not capable of reproducing. Every tone has a fundamental frequency (the “main tone”) and also several harmonics, which are related to that tone. The human brain has a mechanism whereby it can actually infer the presence of bass notes from the higher harmonics that they would generate.

The practical upshot of this is that MDB produces a more authentic sounding bass by tricking the brain in believing it's hearing tones that the headphones or speakers aren't capable of reproducing. Try it and see what you think.

The MDB parameters are as follows.

- **MDB enable:** This turns the MDB feature on or off. For many users this will be the only setting they need, since Rockbox picks

sensible defaults for the other parameters. MDB is turned off by default.

- **MDB strength:** How loud the harmonics generated by the MDB will be.
- **MDB Harmonics:** The percentage of the low notes that is converted into harmonics. If low notes are causing speaker distortion, this can be set to 100% to eliminate the fundamental completely and only produce harmonics in the signal. If set to 0% this is the same as turning the MDB feature off.
- **MDB Centre Frequency:** The cutoff frequency of your headphones or speakers. This is usually given in the specification for the headphones/speakers.
- **MDB shape:** It is recommended that this parameter be set to 1.5 times the centre frequency.

This is the frequency up to which harmonics are generated. Some of the lower fundamentals near the cut-off range will have their lower harmonics cut off, since they will be below the range of the speakers. Fundamentals between the cut-off frequency and the lower frequency will have their harmonics proportionally boosted to compensate and restore the 'loudness' of these notes.

For most users, the defaults should provide an improvement in sound quality and can be safely left as they are. For reference, the defaults Rockbox uses are:

<b>Setting</b>	<b>Value</b>
MDB Strength	50dB
MDB Harmonics	48%
MDB Centre Frequency	60Hz
MDB Shape	90Hz

## 4.2 General Settings

*[Warning: Image ignored] [Warning: Image ignored]  
Recorder general settings Player general settings*

## Playback Options

This menu is for configuring settings related to MP3 playback

- **Shuffle** Select shuffle ON/OFF. This alters how Rockbox will select which next song to play.
- **Repeat** Repeat modes are Off/One/All. “Off” means no repeat. “One” means repeat one track over and over. “All” means repeat playlist/directory.
- 
- **Play Selected First** This setting controls what happens when you press PLAY on a file in a directory and shuffle mode is on. If this setting is Yes, the file you selected will be played first. If this setting is No, a random file in the directory will be played first.
- **Resume** Sets whether Rockbox will resume playing at the point where you shut off. Options are: Ask/Yes/No/Ask once. “Ask” means it will ask at boot time. “Yes” means it will unconditionally try to resume. “No” means it will not resume. “Ask once” will erase the resume info if you answer no, and thus not ask you again.
- **FFwd / Rewind** Two options are available at this point
  - **FF/RW Min Step** The smallest step, in seconds, you want to fast forward or rewind in a track.
  - **FF/RW Accel** How fast you want search (ffwd/rew) to accelerate when you hold down the button. “Off” means no acceleration. “2x/1s” means double the search speed once every second the button is held. “2x/5s” means double the search speed once every 5 seconds the button is held.
- **Anti-skip Buffer** This setting is really “extra anti-skip”. It lets you set a timer for how many seconds earlier than normally necessary the disk should spin up and start reading data. You don’t need this unless you shake and bump the unit a lot. Spinning up the disk earlier than necessary naturally drains the batteries a little extra. Most users will not need this setting.
- **Fade on Stop/Pause** This setting enables and disables a fade effect when you pause or stop playing a song. Fade is a progressive increase or reduction of volume, from your set volume to 0, and vice versa.

- **ID3 tag priority** ID3 tags in an MP3 file contain information about the artist, title, album etc. of the track. This option controls whether Rockbox uses the information from ID3v2 tags in preference to that from ID3v1 tags when both types of tag are present.

#### 4.2.1 File View

This menu deals with options relating to how the file browser displays files

- **Sort Case Sensitive** If this option is enabled files that start with a lower case letter will appear after the files that start with an upper case letter have all been listed. If disabled, then case will be ignored when sorting files.
- **Sort Directories** This option controls how Rockbox sorts folders. The default is to sort them alphabetically. "By date" sorts them with the oldest folder first. "By newest date" sorts them with the newest folder first.
- **Sort Files** This option controls how Rockbox sorts files. In addition to the options for directory sorting above, there is a "By type" option which sorts files alphabetically by their type (such as .mp3) then alphabetically within each type.
- **Show Files** Controls which files are displayed in the directory browser:
  - **Music:** Only directories, .mp3, .mp2, .mpa and .m3u files are shown. Extensions are stripped. Files and directories starting with . Or with the "hidden" flag set are hidden.
  - **Playlists:** Only shows directories and playlists, for simplified navigation.
  - **Supported:** All directories and files Rockbox understands (see page ??) are shown. Files and directories starting with . or with the "hidden" flag set are hidden.
  - **All:** All files and directories are shown. Extensions are shown. No files or directories are hidden.
- **Follow Playlist** If Follow Playlist is set to "Yes", you will find yourself in the same directory as the currently playing file if you go to the Directory Browser from the WPS. If set to "No", you will stay in the same directory as you were last in.
- **Show Icons** This indicates whether Rockbox will display an icon representing what type a file is on the left of the file in the browser. For details of these icons, please see page ??.

### 4.2.2 Display Options

- **Browse fonts** Browse the fonts that reside in your `/.rockbox` directory. Selecting one will activate it. See page ?? for further details about fonts.
- **Browse WPS files** Opens the file browser in the `/.rockbox` directory and displays all `.wps` files. Selecting one will activate it, stop will exit back to the menu.

For further information about the WPS see page 12. For information about editing a `.wps` file see page 59.

- **LCD Settings**

This submenu contains settings that relate to the display of the Jukebox.

- **Backlight:** How long the backlight shines after a key press. Set to OFF to never light it, set to ON to never shut it off or set a preferred timeout period.
- **Backlight on WhenPlugged:** This option turns the backlight on constantly while the charger cable is connected.
- **Caption Backlight:** This option turns the backlight on for 25 seconds either side of the start of a new track so that the display can be read to see song information.
- **Contrast:** Changes the contrast of your LCD display. Warning: Setting the contrast too dark or too light can make it hard to find this menu option again!
- **LCD Mode** (Recorder only): This setting lets you invert the whole screen, so now you get a black background and green text graphics.
- **Upside Down:** Displays the screen so that the top of the display is nearest the buttons. This is sometimes useful when carrying the Recorder in a pocket for easy access to the headphone socket.
- **Line Selector:** Select this option to have a bar of inverted text (“Bar” option) mark the current line in the File Browser rather than the default arrow to the left (“Pointer” option). This gives slightly more room for filenames.
- **Scrolling** This feature controls how text will scroll in Rockbox. You can configure the following parameters:

- **Scroll Speed:** Controls how many times per second the scrolling text moves a step.
  - **Scroll StartDelay:** Controls how many milliseconds Rockbox should wait before a new text begins scrolling.
  - **Scroll Step Size:** Controls how many pixels the text scroll should move for each step. (Recorder/Ondio only)
  - **Bidirectional Scroll Limit:** Rockbox has two different scroll methods, always scrolling the text to the left, and when the line has ended, beginning again at the start, or moving to the left until you can read the end of the line, and scroll right until you see the beginning again. Rockbox chooses which method it should use, depending of how much it has to scroll left. This setting lets you tell Rockbox where that limit is, expressed in percentage of line length.
- **Status/Scrollbar (Recorder only)** Settings related to on screen status display and the scrollbar.
    - **Scroll Bar:** Enables or disables the scroll bar at the left.
    - **Status Bar:** Enables or disables the status bar at the upper side.
    - **Button Bar:** Enables or disables the button bar prompts for the F keys at the bottom of the screen.
    - **Volume Display:** Controls whether the volume is displayed as a graphic or a numerical percentage value on the Status Bar.
    - **Battery Display:** Controls whether the battery charge status is displayed as a graphic or numerical percentage value on the Status Bar.
  - **Peak Meter (Recorder only)** The peak meter can be configured with a number of parameters. (For a description of the peak meter see page ??.)
    - **Peak Release:** This determines how fast the bar shrinks when the music becomes softer. Lower values make the peak meter look smoother.
    - **Peak Hold Time:** Specifies the time after which the peak indicator will reset. If you set this value e.g. to 5s then the peak indicator displays the loudest volume value that occurred within the last 5 seconds. Big values are good if you want to find the peak level of a song, which might be of interest when copying music from the jukebox via the analogue output to some other recording device.

- **Clip Hold Time:** How long the clipping indicator will be visible after clipping was detected
- **Performance:** In high performance mode, the peak meter is updated as often as possible. This reduces the chance of missing a peak value, making the peak meter more precise. In energy save mode the peak meter is updated just often enough to look fluid. This reduces the load on the CPU and thus saves a little bit of energy. If you crave every second of runtime for your jukebox or simply use the peak meter as a screen effect, the use of energy save mode is recommended. If you want to use the peak meter as a measuring instrument you'll want to use high performance mode.
- **Scale:** Select whether the peak meter displays linear or logarithmic values. In "dB" (decibel) scale the volume values are scaled logarithmically. This very similar to the perception of loudness. The volume meters of digital audio devices usually are scaled this way. If you are interested in the power level that is applied to your headphones you should choose "linear" display. Unfortunately this value doesn't have real units like volts or watts since that depends on the phones. So they can only be displayed as percentage values.
- **Minimum and maximum range:** These two options define the full value range that the peak meter displays. Recommended values for dbFs are -40 for min. and 0 for maximum. For linear display, use 0 and 100%. Note that -40 dbFs is approximately 1% in linear value, but if you change the minimum setting in linear mode slightly and then change to dbFs there will be a large change. You can use these values for 'zooming' into the peak meter.

### System Options

- **Battery** Options relating to the batteries in the Jukebox unit.
  - **Battery Capacity** can be used to tell the Jukebox what capacity (in mAh) of battery is being used inside it. The default is 1500mAh for NiMH battery based units, and 2300mAh for LiOn battery based units, which is the capacity value for the standard batteries shipped with these units. This value is used for calculating remaining battery life.
  - **Deep discharge (Non-FM recorder only)** Set this to ON if you intend to keep your charger connected for a long period of time. It lets the batteries go down to 10% before starting to charge

again. Setting this to OFF will cause the charging to restart on 95%.

- **Trickle Charge (Non-FM recorder only)** The Jukebox cannot be turned off while the charger is connected. Therefore, trickle charge is needed to keep the batteries full after charging has completed. For more in depth information about charging see Battery FAQ in your `/.rockbox/docs` directory.
- **Disk** Options relating to the hard disk.
  - **DiskSpindown:** Rockbox has a timer that makes it spin down the hard disk after being idle for a certain time. You can modify this timeout here. This idle time is only affected by user activity, like navigating through file browser. When the hard disk spins up to fill mp3 buffer, it automatically spins down afterwards.
  - **Disk Poweroff:**(non v2/FM-recorder only) Whether the disk is powered OFF or only set to “sleep” when spun down. Power off uses less power but takes longer to spin-up.
- **Time and Date (Recorder Only)** Time related menu options.
  - **Set Time/Date:** Set current time and date.
  - **Time Format:** Choose 12 or 24 Hour clock.
- **Idle Poweroff** Rockbox can be configured to turn off power after the unit has been idle for a defined number of minutes. The unit is idle when playback is stopped or paused. It is not idle while the USB or charger is connected, or while recording.
- **Sleep Timer** This option lets you power off your jukebox after playing for a given time. This setting is reset on boot. Using this option disables the **Wake up alarm** (see below).
- **Wake up alarm (Recorder v2/FM only)** This option turns the Jukebox off and then starts it up again at the specified time. This is most useful when combined with the Resume setting in the Playback options set to “Yes”, so that the Jukebox wakes up and immediately starts playing music. Use LEFT and RIGHT to adjust the minutes setting, UP and DOWN to adjust the HOURS. PLAY confirms the alarm and shuts your Jukebox down, and STOP cancels setting an alarm. If the Jukebox is turned on again before the alarm occurs the alarm will be canceled. Using this option disables the **Sleep Timer** (see above).
- **Limits** This submenu relates to limits in the Rockbox operating system.

- **Max files in dir browser:** Configurable limit of files in the directory browser (file buffer size). You can configure the size to be between 50 and 10000 files in steps of 50 files. The default is 400, higher values will shorten the music buffer.

Note: the device must be rebooted for settings to take effect!

- **Max playlist size:** Option to configure the maximum size of a playlist. The playlist size can be between 1000 and 20000 files in steps of 1000. By default it is 10000. Higher values will shorten the music buffer.

Note: the device must be rebooted for settings to take effect!

- **Car Adapter Mode** This option turns on and off the car ignition auto stop function.

When using the Jukebox in a car, car adapter mode automatically stops playback on the Jukebox when power (i.e. from cigarette lighter power adapter) to the external DC in jack is turned off.

When the external power off condition is detected, the Car Adapter Mode function only pauses the playback. In order to shut down the Jukebox completely the **Idle Poweroff** function (see above) must also be set.

If power to the DC in jack is turned back on before the **Idle Poweroff** function has shut the Jukebox off, playback will be resumed 5 seconds after the power is applied. This delay is to allow for the time while the car engine is being started. Once the Jukebox is shut off either manually, or automatically with the **Idle Poweroff** function, it must be powered up manually to resume playback.

- **Line In (Player only)** This option activates the line in port on Jukebox Player, which is off by default.

This is useful for such applications as:

- Game boy -> Jukebox -> human
- laptop -> Jukebox ->human
- LAN party computer -> Jukebox -> human

- **Manage settings** This submenu deals with loading and saving settings.

- **Browse .cfg Files:** This displays a list of configuration (.cfg) files stored in the **/rockbox** system directory. This is useful if the Jukebox is plugged into more than one different output device

(e.g. headphones, computer, car stereo, hi-fi) so that a settings file can be maintained for each.

- **Browse Firmwares:** This displays a list of firmware (.mod for Players and .ajz for Recorders) file in the **/.rockbox** system directory. Playing a firmware file loads it into memory. Thus it is possible to run the original Archos firmware or a different version of Rockbox from here assuming that you have the right files installed on your disk.
- **Reset Settings:** This wipes the saved settings in the Jukebox and resets all settings to their default values.
- **Write .cfg file:** Saves the current settings into a .cfg file for later use with **Browse .cfg Files** above.

### Bookmarking

- **Bookmark on Stop** Write a bookmark to the disk whenever the stop key is pressed. If playback is stopped it can be resumed easily at a later time. The **Resume** function remembers your position in the most recently accessed track regardless of this setting.
- **Load Last Bookmark** When this is on, Rockbox automatically returns to the position of the last bookmark within a file when it is played. If set to Ask, Rockbox will ask the user whether they want to start from the beginning or the bookmark. When set to no, playback always starts from the beginning and the **Bookmark** file must be played or **Load Bookmark** selected from the **Bookmarks** submenu of the Main Menu while the file is playing.
- **Maintain a list of Recently Used Bookmarks** If this option is turned on, Rockbox will store a list of Bookmarks that have been accessed recently. This is then accessible from the **Recent Bookmarks** option of the **Bookmarks** submenu of the Main Menu.

### 4.2.3 Language

This setting controls the language of the Rockbox user interface. Selecting a language will activate it. The language files must be in the **/.rockbox/lang/** directory.

See page 58 for further details about languages.

### 4.2.4 Voice

- **Voice Menus** This option turns on the Voice User Interface, which will read out menu items and settings as they are selected by the cursor.

In order for this to work, a voice file must be present in the **/.rockbox/lang/** directory on the recorder. Voice files are large (1.5MB) and are not shipped with Rockbox by default.

The voice file is the name of the language for which it is made, followed by the extension **.voice**. So for English, the file name would be **english.voice**.

This option is on by default. It will do nothing unless the appropriate **.voice** file is installed in the correct place on the Jukebox.

– **Limitations**

- \* Setting the Sound Option **Channels** to “karaoke” may disable voice menus.
- \* Plugins and the wake up alarm do not support voice features.

– **Voice Directories** This option turns on the speaking of directory names. The Jukebox is not powerful enough to produce these voices in real time, so a number of options are available.

- \* **.talk mp3 clip:** Use special pre-recorded MP3 files (**.\_dirname.talk**) in each directory. These must be generated in advance, and are typically produced synthetically using a text to speech engine on a PC. If no such file exists, the output is as for the “numbers” option below.
- \* **Spell:** Speak the directory name by spelling it out letter by letter. Support is provided only for the most common letters and punctuation.
- \* **Numbers:** Each directory is assigned a number based upon its position in the file list. They are then announced as “Directory 1”, “Directory 2” etc.
- \* **Off:** No attempt will be made to speak directory names.

– **Voice Filenames** This option turns on the speaking of directory names. The options provided are “Spell”, “Numbers”, and “Off” which function the same as for **Voice Directories** and “.talk mp3 clip”, which functions as above except that the files are named with the same name as the music file (e.g. **Punkadiddle.mp3** would require a file called **Punkadiddle.mp3.talk**).

See <http://www.rockbox.org/twiki/bin/view/Main/VoiceHowto> for more details on configuring speech support in Rockbox.

## **Chapter 5**

# **Plugins**

Plugins are little programs that Rockbox can load and run. Plugins have the file extension `.rock`. Most of them can be started from the main menu if you put them in the `/.rockbox/rocks` directory. Press PLAY on them to start them.

Viewer plugins get started automatically by “playing” an associated file (i.e. text files, chip8 games), or from the “Open with” option on the File menu.

Plugins listed here have the platforms they run under (Player for Jukebox players, Recorder for Jukebox recorders including Jukebox FM, and Ondio for the Ondio SP and FM). If no platforms are listed then the plugin runs on all Rockbox platforms.

**The plugin loader** Only one plugin can be loaded at a time. Plugins run in the GUI thread and have exclusive control over the user interface. This means you cannot switch back and forth between a plugin and Rockbox. A plugin is loaded, run and then exited, which returns control to Rockbox. Music will carry on playing whilst plugins are being run.

## 5.1 Games

See also the Chip-8 emulator on page 43.

### 5.1.1 Flipit

*[Warning: Image ignored]*  
*Flipit plugin*

Flipping the colour of the token under the cursor also flips the tokens above, below, left and right of the cursor. The aim is to end up with a screen containing tokens of only one colour.

<b>Recorder</b>	<b>Ondio</b>	<b>ACTION</b>
UP/DOWN/LEFT/RIGHT	UP/DOWN/LEFT/RIGHT	Changes the cursor
PLAY	Mode	Toggle
F1	Mode +Left	Shuffle
F2	Mode + Right	Solution
F3	Mode + On/off	Step by step
OFF	On/off	Stop the game

### 5.1.2 Minesweeper

*Minesweeper plugin*

[Warning: Image ignored]

The classic game of minesweeper. Use the UP and DOWN keys to select the required percentage of mines to set the difficulty then press the MENU key to begin.

The aim of the game is to uncover all of the squares on the board. If a mine is uncovered then the game is over. If a mine is not uncovered, then the number of mines adjacent to the current square is revealed. The aim is to use the information you are given to work out where the mines are and avoid them. When the player is certain that they know the location of a mine, it can be tagged to avoid accidentally “stepping” on it.

<b>KEY</b>	<b>ACTION</b>
UP/DOWN/LEFT/RIGHT	Move the cursor across the minefield
PLAY / F1	Toggle flag on / off
MENU / F2	Reveal the contents of the current square
STOP	Exit the game

### 5.1.3 Rockblox

[Warning: Image ignored]

*Rockblox plugin*

This well-known game will probably be familiar. The aim of the game is to complete rows with the given pieces (blocks). Pieces can be rotated to make them fit into the rows. Once you complete a row, it gets cleared, but if the blocks reach the top row then you lose.

The controls for this game (with the Jukebox turned so that the buttons are to the right of the screen) are:

<b>KEY</b>	<b>ACTION</b>
UP	Rotate piece
LEFT/RIGHT	Move piece to the left/right
DOWN	Move faster the piece downwards
OFF	Exit Rockblox

#### 5.1.4 Sliding Puzzle

*[Warning: Image ignored]*

*Sliding puzzle*

The classic sliding puzzle game. Rearrange the pieces so that you can see the whole picture.

Key controls:

<b>KEY</b>	<b>ACTION</b>
UP/DOWN/LEFT/RIGHT	Moves
F1	Shuffle
F2	Change the picture
OFF	Stop the game

#### 5.1.5 Snake 2

*[Warning: Image ignored]*

*Snake 2 – The Snake Strikes Back*

Another version of the Snake game. Move the snake around, and eat the apples that pop up on the screen. Each time an apple is eaten, the snake gets longer. The game ends when the snake hits a wall, or runs into itself.

The controls are:

<b>KEY</b>	<b>ACTION</b>
UP/DOWN	(in menu) Set game speed
F1	(in menu) Change starting maze
F3	(in menu) Select game type (A or B)
UP/DOWN/LEFT/RIGHT	Steer the snake
PLAY	Pause the game
STOP	Exit the game

In game A, the maze stays the same, in Game B after an increasing number of apples eaten the maze is replaced by a new one.

### 5.1.6 Sokoban

*[Warning: Image ignored]*  
Sokoban

The object of the game is to push boxes into their correct position in a crowded warehouse with a minimal number of pushes and moves. The boxes can only be pushed, never pulled, and only one can be pushed at a time.

The controls are:

<b>KEY</b>	<b>ACTION</b>
UP/DOWN/LEFT/RIGHT	Move the "sokoban" up, down, left or right
F1	Back to previous level
F2	Restart level
F3	Go to next level
ON	Undo last movement
OFF	Exit sokoban

### 5.1.7 Solitaire

*[Warning: Image ignored]*

*Klondike solitaire*

This is the classic Klondike solitaire game for Rockbox. Select **help** from the game menu to get an explanation of what the keys do. Rules for Klondike solitaire are available from <http://www.solitairecentral.com/rules/klondike.html>.

## 5.2 Demos

### 5.2.1 Bounce

*[Warning: Image ignored]*

*The bounce Demo*

This demo is of the word “Rockbox” bouncing across the screen. There is also an analogue clock on the Recorder platform. (The Ondio does not have clock support.)

Key controls for this demo are:

<b>KEY</b>	<b>ACTION</b>
F1/F2/F3	Enters Bounce configuration options
UP/DOWN	Moves to next/previous option
LEFT/RIGHT	Increases/decreases option value
ON	Changes to Scroll mode
OFF	Exits bounce demo

Available options are:

- **Xdist/Ydist:** The distance to X axis and Y axis respectively
- **Xadd/Yadd:** how fast the code moves on the sine curve on each axis
- **Xsane/Ysane:** Changes the appearance of the bouncing.

### 5.2.2 Cube

*[Warning: Image ignored]*

*Cube*

This is a rotating cube screen saver in 3D. To see it at full speed, press PLAY and it will run at maximum frame rate. Also you can change the size of the x, y and z axis using LEFT, RIGHT, UP, DOWN, F1 and F2.

### 5.2.3 Grayscale

*[Warning: Image ignored]*  
*Grayscale*

This is a demonstration of the Rockbox grayscale engine which supports grayscale graphics on the Jukebox. Press OFF to quit the demo.

### 5.2.4 Hello World

*[Warning: Image ignored]*  
*Hello world!*

This is a plugin demo for hackers. Every programmer's first program is the hello world-program which does nothing except displaying "Hello world!" on the screen.

### 5.2.5 Mandelbrot

*[Warning: Image ignored]*  
*Mandelbrot*

This is another demonstration using the grayscale engine. It draws fractal images from the Mandelbrot set.

<b>KEY</b>	<b>ACTION</b>
Arrow keys	Move about the image
PLAY	Zoom in
OFF	Quit
F1	Increase iteration depth (more detail)
F2	Decrease iteration depth (less detail)
F3	Reset and return to the default image

### 5.2.6 Mosaic

*[Warning: Image ignored]*

*Mosaic*

This simple graphics demo draws a mosaic picture on the screen of the Jukebox. Press STOP to quit.

### 5.2.7 Snow

*[Warning: Image ignored]*

*Have you ever seen snow falling?*

This demo replicates snow falling on your screen. If you love winter, you will love this demo. Or maybe not.

## 5.3 Viewers

Viewers are plugins which are associated with specific file extensions. They cannot be run directly but are started by “playing” the associated file. Viewers are stored in the ***/.rockbox/viewers/*** directory.

### 5.3.1 Chip-8 Emulator (Recorder, Ondio)

The Chip-8 Emulator allows you to play many old chip8 games found on the Net. It modifies Rockbox, so file extensions *.ch8* will be recognised as chip8 games. Just press PLAY on a *.ch8* file to start a game.

There are lots of tiny Chip8 games (usually only about 256 bytes to a couple of KB) which were made popular by the HP48 calculator’s emulator for them. The original Chip8 had 64x32 pixel graphics, and the new superchip emulator supports 128x64 graphics, which almost fits on the Recorder’s display. The only problem is they are based on a 4x4 keyboard, but since most games do not use all of the buttons, this can easily be worked around.

Some places where you can find *.ch8* files:

- The original chip8 patch had several attached: [http://sourceforge.net/tracker/index.php?func=detail&aid=628509&group\\_id=44306&atid=439120](http://sourceforge.net/tracker/index.php?func=detail&aid=628509&group_id=44306&atid=439120)
- Check out the HP48 chip games section: <http://www.hpcalc.org/hp48/games/chip/>
- Check out the PC emulator by the guy who wrote the HP48 emulator: <http://www.pdc.kth.se/~lfo/chip8/CHIP8.htm>
- Links to other chip8 emulators: <http://www.zophar.net/chip8.html>

### 5.3.2 JPEG viewer (Recorder, Ondio)

Press PLAY on a .jpg file in order to view the contents using Rockbox's greyscale library. Use the arrow keys to move around the image, PLAY to zoom in and ON to zoom out. Press OFF to exit the viewer.

Note: JPEGs that use progressive scan encoding are not supported and will produce an error.

### 5.3.3 Movie Player (Recorder, Ondio)

Play movies on your Jukebox! In order to do this, movies must be in AVI format, and then converted to .RVF, Rockbox's own video format. For more details on how to use this plugin, please see <http://www.rockbox.org/twiki/bin/view/Main/VideoTutorial>.

### 5.3.4 Rockbox flash (Recorder, Ondio)

*[Warning: Image ignored]  
Rockbox flash*

For "playing" .UCL files on flashed Jukeboxes. Reprograms the flash memory of the Jukebox unit (see page 66 for details).

### 5.3.5 Search

This plugin can be used on playlists. It searches through the playlist that it is opened on looking for any occurrences of the string entered by the user. The results of this search are saved to a new playlist, **search\_results.m3u**, within the same directory as the original playlist.

### 5.3.6 Sort

This plugin takes a file and sorts it in forward alphabetical order. Case is ignored. This is useful for ordering playlists generated by the "Create Playlist" menu option (see page 11).

### 5.3.7 Text Viewer

This is a Viewer for text files with word wrap. Just press PLAY on a .txt file to display it. Has controls to handle various styles of text formatting. Has top-of-file and bottom-of-file buttons. You can view files without a .txt extension by using **Open with ..** from the Play Screen menu

**Controls**

- **F1 (Recorder) / ON-MINUS (Player):** toggles Word mode between Wrap and Chop:
  - Wrap breaks lines at white space or hyphen.
  - Chop breaks lines at the maximum column limit.
  
- **F2 (Recorder) / ON-MENU-PLUS (Player):** cycles Line mode through Normal, Join and Expand:
  - Normal breaks lines at newline characters.
  - Join ignores unpaired newline characters (i.e., joins lines). Useful for adopting the orphans that occur with e-mail style (i.e., pre-wrapped) text files.
  - Expand doubles unpaired newlines (i.e., adds a blank line). Useful for making the paragraphs clearer in some book style text files.
  
- **F3 (Recorder) / ON-PLUS (Player):** toggles View mode between Narrow and Wide:
  - Narrow sets maximum column to the screen width.
  - Wide sets maximum column to 114. Useful for navigating large files. (Currently, Wide and Join cannot be selected together.)
  
- **ON-F1 (Recorder):** toggles Page mode between Normal and Overlap:
  - Normal sets page-down/page-up to one full screen.
  - Overlap tells page-down/page-up to retain one line from previous screen.
  
- **ON-F3 (Recorder):** toggles Scrollbar mode, for the current View mode.
  - Narrow mode has no scrollbar by default, until toggled.
  - Wide mode has a scrollbar by default, until toggled.
  - If file fits on one screen, there is no scrollbar and ON-F3 has no effect.

Settings are not remembered after the viewer has been exited. Keys are as follows:

**Recorder**

<b>KEY</b>	<b>ACTION</b>
UP	Page-up (one screen up)
DOWN	Page-down (one screen down)
LEFT	Top of file (Narrow mode) One screen left (Wide mode)
RIGHT	Bottom of file (Narrow mode) One screen right (Wide mode)
ON-UP	One line up
ON-DOWN	One line down
ON-LEFT	One column left
ON-RIGHT	One column right
OFF	Exit text viewer

**Player**

<b>KEY</b>	<b>ACTION</b>
MINUS	Page-up (one screen up)
PLUS	Page-down (one screen down)
MENU MINUS	Top of file (Narrow mode) One screen left (Wide mode)
MENU PLUS	Bottom of file (Narrow mode) One screen right (Wide mode)
STOP	Exit text viewer

**Compatibility**

- Correctly reads plain text files in Unix, Win/DOS, or Macintosh format. Latin-alphabet Unicode files are almost readable.

- Currently prefers fixed-width fonts. With proportional fonts, pretends all characters are the width of a lower-case 'o'.
- Currently messages are in English
- Does not currently support right-to-left languages.

### 5.3.8 VBRfix

This function scans a VBR (Variable Bitrate) MP3 file and updates/creates the Xing VBR header. The Xing header contains information about the VBR stream used to calculate average bit rate, time information and to more accurately fwd/rew in the stream.

This function is especially useful when the playback of a file skips, fwd/rew does not work correctly or the time display is incorrect. Run VBRfix on files you record with your Jukebox. The header is not present in the recorded files and VBRfix adds this header.

Note: VBRfix can only run when music is turned off (since it uses the same memory as the player) and can take a while to complete if run on big files.

## 5.4 Applications

### 5.4.1 Battery\_test

*[Warning: Image ignored] [Warning: Image ignored]*

*Recorder battery test Player battery test*

This plugin simulates normal power drain by spinning up the disk and reading a big file once every 90 seconds (or thereabouts). Each spin up also writes the battery level to a log file. The test stops when battery level reaches 4% in order to avoid being unable to write to the disk. The power usage data is saved to a file in the root directory of the Jukebox. This plugin can sometimes be useful for diagnosing problems with battery charging.

### 5.4.2 Calculator (Recorder, Ondio)

*[Warning: Image ignored]*

*Calculator*

This is a simple scientific calculator for use on the Jukebox. It works like a standard calculator. Move using the arrow keys and press PLAY to press a button. Pressing the "1st" button will toggle between other available maths functions on the right hand side.

### 5.4.3 Calendar (Recorder, Ondio)

*[Warning: Image ignored]*  
*Calendar*

This is a small and simple calendar application with memo saving function.

Dots indicate dates with memos. To add a new memo press PLAY on the date. Includes one off, annual, monthly, and weekly memos:

<b>KEY</b>	<b>ACTION</b>
PLAY	monthly
LEFT	weekly
RIGHT	annually
ON	one off
STOP	exit

### 5.4.4 Chess Clock

*[Warning: Image ignored]*  
*Chess Clock*

The chess clock plugin is designed to simulate a chess clock, but it can be used in any kind of game with up to ten players.

#### Setup

- First enter the number of players (1-10) (press PLAY to continue).
- Then set the total game time in mm:ss (press PLAY to continue, STOP to go back).
- Then the maximum round time is entered. For example, this could be used to play Scrabble for a maximum of 15 minutes each, with each round taking no longer than one minute. (press PLAY to continue).
- Done. Player 1 starts in paused mode. So press PLAY to start.

#### While playing

The number of the current player is displayed on the top line. The time below is the time remaining for that round (and possibly also the total time

left if different).

Keys are as follows:

<b>PLAYER</b>	<b>RECORDER</b>	<b>ONDIO</b>	<b>FUNCTION</b>
ON	OFF	ONOFF	Exit plugin
STOP	LEFT	LEFT	Restart round for the player
PLAY	PLAY	RIGHT	Pausing the time (press again to continue)
RIGHT	UP	UP	Switch to next player
LEFT	DOWN	DOWN	Switch to previous player
MENU	F1	MODE	Enter a simple menu

From the menu it is possible to delete a player, modify the round time for the current player or set the total time for the game.

When the round time is up for a player the message "ROUND UP!" is shown (press NEXT to continue).

When the total time is up for a player the message "TIME UP!" is shown. Then player will then be removed from the timer.

### 5.4.5 Clock (Recorder)

*[Warning: Image ignored]*

*Clock*

This is a fully featured analogue and digital clock program.

**Key configuration**

<b>KEY</b>	<b>ACTION</b>
F1	Help
F2	Start / Stop stopwatch
F2 (Hold)	Reset stopwatch
F3	Options
Play	Select clock mode
UP	Enable idle power off
DOWN	Disable idle power off
RIGHT	Enable backlight
LEFT	Disable backlight
OFF	Save settings to disk and exit

**Backlight configuration**

If RIGHT or LEFT is not pressed during clock operation (with the exception of at the Help/Options/Mode Selector/Credit screens) then the backlight timeout will remain your Rockbox default setting (example, 15 seconds). If RIGHT or LEFT is pressed, Clock will set the backlight to ON or OFF, respectively. When Clock is exited, your default Rockbox setting for Backlight will be restored.

**Saving Settings**

Settings are saved to disk when Clock is exited. They are saved to ***/.rockbox/rocks/.clock\_settings***". To reset your settings back to the defaults, simply navigate to this file using Rockbox, highlight it, and press the ON+PLAY keys to get the Delete option. This way you can feel free to experiment with the settings - and you could even load separate settings, say, one for your desk at home and one for in the car - by keeping two files in your ***/.rockbox/rocks*** folder such as "h.clock\_settings" and "c.clock\_settings". Simply

remove the “h” for your home settings to go into effect, or add the “h” back and take off the “c” for your car settings.

In the future, loading different settings will probably be made easier through a built-in settings file loader in Clock.

#### 5.4.6 Euro Converter (Player)

*[Warning: Image ignored]*

*Euro converter*

This plugin converts euros back into pre-euro currency. The country for which it does this is selectable by pressing the MENU key. The MINUS and PLUS keys move the cursor between the digits and the PLAY and STOP keys increase and decrease the current digit. The amount in the old currency is displayed on the second line.

#### 5.4.7 Favorites

*[Warning: Image ignored]*

*Favorites*

When listening to any song you can open it with this plugin and it will add the current song to a special playlist of all songs you selected in **/favorites.m3u**.

#### 5.4.8 Firmware\_flash (Recorder, Ondio)

*[Warning: Image ignored]*

*Firmware\_flash*

Use when flashing Rockbox (see page ??). In the ideal case, you'll need this tool only once. For safety reasons you may wish to delete **firmware\_flash.rock** from **/.rockbox/rocks** once flashing is complete.

#### 5.4.9 Metronome

This plugin can be used as a metronome to keep time during music practice. Adjust the tempo through the interface or by tapping it out on the appropriate button.

<i><b>PLAYER</b></i>	<i><b>RECORDER</b></i>	<i><b>ONDIO</b></i>	<i><b>FUNCTION</b></i>
STOP	OFF	ONOFF	Exit plugin
PLAY	PLAY		Start / Stop
ON	ON		Tap tempo
		MODE	Start / Tap tempo
		HOLD MODE	Stop
MINUS/PLUS	LEFT/RIGHT	LEFT/RIGHT	Adjust tempo
ON+MINUS/ ON+PLUS	UP/DOWN	UP/DOWN	Adjust volume

#### 5.4.10 Split Editor (Recorder, Ondio)

When recording an mp3 file, it is common practice to start the recording a little bit early and stop it a little bit late to ensure all the desired sound is recorded. This results in recordings that contain extra snippets of sound and the beginning and end. Unfortunately these snippets can not be deleted easily because they are stored in the same file as the desired recording. The purpose of the split editor is to split a mp3 file (the input file) at a point in time (split point). Two new files can be generated from the input file. The first file contains the part before the split point and the second file contains the part after the split point. Once this process has been successful the original file can be deleted or kept as a backup.

The whole process of splitting a mp3 file consists of three steps:

1. defining the split point
2. generating the result files.
3. if desired delete the input file (with the browser, not the split editor)

#### How to use the Split Editor

- **Pause near the split point** When the device plays the song just hit the PAUSE button, when playback has roughly reached the split point. This need not be very precise as the split point can be fine tuned later.

- **Open the split editor**

Open the plugin. A screen similar to the one below will appear.

*[Warning: Image ignored]*  
*The Split Editor*

Here is an explanation of the areas marked in red on the screenshot.

1. The waveform

The waveform displays the volume of the song over time. It will appear as the song plays and help to visually identify the point in time where the split is desired

2. The split point indicator

The split point indicator is a vertical line with a small triangle at the top end. It is the most important control element of the split editor. It can be moved with the LEFT and RIGHT buttons. Later, when you have fine tuned the split point, the song will be split at this position.

3. The split time

At the top of the window a time value is displayed. This is the point in time within the song at which the split point indicator is positioned.

4. The locator

Another vertical bar represents the position locator. It moves along as the song plays. In contrast to the split point indicator it has no triangles at the ends.

5. The time bar

The time bar displays the current position within the song relative to the whole song. The entire length of the time bar represents the song length. The length of the solid part of the time bar represents the position and length of the displayed part of the song.

6. The scale mode

Directly above the F3 button the scale mode is displayed. The waveform can be scaled either logarithmically or linearly. In logarithmic scale mode the letters “dB” are displayed, in linear mode “%”. Use F3 to switch between these modes. Linear mode usually gives better optical hints with commercially recorded music.

For quiet recordings, especially of human speech, the logarithmic scale often is preferable.

#### 7. The loop mode

Directly above the F2 button the loop mode icon is displayed. There are 4 different loop modes. Pressing F2 changes to the next loop mode.

Warning: Image ignored Playback loops around the split point indicator. This mode is best used when searching and zooming for the desired point at which to split the recording.

Warning: Image ignored Playback loops from the split point indicator to the end of the visible area. This mode is best used when fine tuning the split indicator position at the beginning of a recording.

Warning: Image ignored Playback loops from the beginning of the visible area to the split point. This mode is best used when fine tuning the split indicator position at the end of a recording.

Warning: Image ignored Playback doesn't loop, the borders of the visible area as well as the split point indicator are ignored. This mode is best used when playing the song outside of the borders of the displayed region.

#### 8. Perform the split

The icon directly above the F1 button indicates its function to execute the split. When split positioning is complete open the save dialogue with F1.

### **Controls in the split editor**

<b>Recorder</b>	<b>Ondio</b>	<b>Function</b>
Off	On/Off	Quit plugin
Left/Right	Left/Right	Move the split point indicator
Up/Down	Up/Down	Zoom in / out
Play	Mode	Play from the split position
F1	Mode+Left	Enter the save dialogue
F2	Mode+Up	Toggle loop modes
F3	Mode+Right	Toggle logarithmic / linear scaling
On+Left		Play half speed
On+Right		Play 150% speed
On+Play		Play normal speed

### Save the files

In the save dialogue it is possible to specify which of the files you want to save and their names. When finished, select "Save" and the files will be written to disk. Note that files can not be overwritten, so filenames that don't exist yet must be chosen. If unsure whether the file already exists simply try to save it. If another file with this name exists the dialogue will return and you can choose another filename

*[Warning: Image ignored]*

*Save dialogue*

Controls in the save dialogue

<b>RECORDER</b>	<b>ONDIO</b>	<b>FUNCTION</b>
UP/DOWN	UP/DOWN	Select item
PLAY	RIGHT	Toggle / edit item

## Scale

The values in the waveform are scaled according to the settings of the peak meter. These can be altered in the menu **General Settings -> Display-> Peak Meter**. If extreme minimum / maximum values are set the waveform might be cut off. A minimum setting of -60 dB and a maximum setting of 0 dB are recommended. These settings should be capable of producing useful waveforms for very soft sounds in logarithmic mode (dB). When the editor is used on loud sounds (such as commercial rock or pop music) switching to the linear scale may prove more effective since the logarithmic scale compresses loud noises and makes it more difficult to identify characteristic shapes. Note that it is always possible to toggle the scale with F3.

### 5.4.11 Stopwatch

*[Warning: Image ignored] [Warning: Image ignored]*  
*Recorder stopwatch Player stopwatch*

A simple stopwatch program with support for saving times.

**Keys are as follows:**

<b>PLAYER</b>	<b>RECORDER</b>	<b>ONDIO</b>	<b>FUNCTION</b>
MENU	OFF	ONOFF	Quit Plugin
PLAY	PLAY	RIGHT	Start / stop
STOP	LEFT	LEFT	Reset timer
ON	ON	MODE	Take lap time
MINUS/PLUS	DOWN/UP	DOWN/UP	Scroll through lap times

## **Chapter 6**

# **Advanced Topics**

## 6.1 Customising the userinterface

### 6.1.1 Getting Extras (Fonts,Languages)

Rockbox supports custom fonts (for the Recorder and Ondio only) and a number of different languages. Rockbox 2.4 comes with 41 fonts and 24 languages already included. If new fonts and language files have been created, then they will be found at <http://www.rockbox.org/fonts/> and <http://www.rockbox.org/lang/>.

### 6.1.2 Loading Fonts (Recorder, Ondio)

Rockbox can load fonts dynamically. Simply copy the .fnt file to the disk and “play” them in the directory browser or select **General Settings > Fonts** from the Main Menu .

If you want a font to be loaded automatically every time you start up, it must be located in the **/.rockbox** folder and the file name must be at most 24 characters long.

Any BDF font file up to 16 pixels high should be usable with Rockbox. To convert from .bdf to .fnt, use the convbdf tool. This tool can be found on the Rockbox website (Linux: <http://www.rockbox.org/fonts/convbdf>, Windows: <http://www.rockbox.org/fonts/convbdf.exe>).

### 6.1.3 Loading Languages

Rockbox can load language files at runtime. Simply copy the .lng file (do not use the .lang file) to the Jukebox and “play” it in the Rockbox directory browser or select **General Settings -> Languages** from the Main Menu.

If you want a language to be loaded automatically every time you start up, it must be located in the **/.rockbox** folder and the file name must be a maximum of 24 characters long.

Rockbox supports many different languages. You can get .lng files at <http://www.rockbox.org/lang/>. Currently all of these languages are included in the Rockbox distribution.

If your language is not yet supported and you want to write your own language file, follow these instructions:

- Copy the [./http://www.rockbox.org/lang/english.langfile](http://www.rockbox.org/lang/english.langfile) and start filling in the “new:” lines.
- Name your file `<language>.lang`, where `<language>` is the local name for your language. i.e. `svenska.lang`, `francais.lang` etc.
- When you are done, submit your .lang file to Rockbox patch tracker. ([http://sourceforge.net/tracker/?group\\_id=44306&atid=439120](http://sourceforge.net/tracker/?group_id=44306&atid=439120))

## 6.2 Configuring the WPS

### 6.2.1 Description / General Info

- The Custom While Playing Screen (WPS) display is used on both the Player and Recorder as a means to customise the WPS to the user's likings.
- After editing the .wps file, "play" it to make it take effect.
- The file may be 2 lines long for the Player, and 13 lines for the Recorder.
- All characters not preceded by % are displayed as typed.
- Lines beginning with # are comments and will be ignored.

### 6.2.2 File Location

Custom WPS files may be located anywhere on the drive. The only restriction is that they must end in .wps. When PLAY is pressed on a .wps file, it will be used for future WPS screens. If the "played" .wps file is located in the /.rockbox folder, it will be remembered and used after reboot. The .wps filename must be no more than 24 characters long for it to be remembered.

### 6.2.3 Tags

- **ID3 Info Tags:**
  - %ia : ID3 Artist
  - %ic : ID3 Composer
  - %id : ID3 Album Name
  - %ig : ID3 Genre Name
  - %in : ID3 Track Number
  - %it : ID3 Track Title
  - %iy : ID3 Year
  - %iv : ID3 Version (1.0, 1.1, 2.2, 2.3, 2.4 or empty if no id3 tag)
- **Battery Info:**
  - %bl : Show numeric battery level in percent
  - %bt : Show estimated battery time left
- **File Info Tags:**
  - %fb : File Bitrate (in kbps)

%ff : File Frequency (in Hz)  
%fm : File Name  
%fn : File Name (without extension)  
%fp : File Path  
%fs : File Size (In Kilobytes)  
%fv : "(vbr)" if variable bit rate or "" if constant bit rate  
%d1 : First directory from end of file path.  
%d2 : Second directory from end of file path.  
%d3 : Third directory from end of file path.

Example for the the %dN commands: If the path is /Rock/Kent/Isola/11-747.mp3, %d1 is "Isola", %d2 is "Kent", %d3 is "Rock".

- **Playlist/Song Info Tags:**

%pb : Progress Bar

Player: This will display a 1 character "cup" that empties as the song progresses.

Recorder: This will replace the entire line with a progress bar.

%pf : Player: Full-line progress bar + time display

%pc : Current Time In Song

%pe : Total Number of Playlist Entries

%pm : Peak Meter (Recorder only) - the entire line is used as volume peak meter.

%pn : Playlist Name (Without path or extension)

%pp : Playlist Position

%pr : Remaining Time In Song

%ps : Shuffle. Shows 's' if shuffle mode is enabled.

%pt : Total Track Time

%pv : Current volume

- **Conditional Tags (If/Else block):**

%?xx<|> : Conditional: if the tag specified by "xx" has a value, the text between the "<" and the "|" is displayed, else the text between the "|" and the ">" is displayed. The else part is optional, so the "|" does not have to be specified if no else part is desired. The conditionals nest, so the text in the if and else part can contain all % commands, including conditionals.

- **Next Song info**

You can display information about the next song - the song that is about to play after the one currently playing (unless you change the plan).

If you use the upper-case versions of the three tags: F, I and D, they will instead refer to the next song instead of the current one. Example: %lg is the genre name used in the next song and %Ff is the mp3 frequency.

Take note that the next song information WILL NOT be available at all times, but will most likely be available at the end of a song. We suggest you use the conditional display tag a lot when displaying information about the next song!

- **Alternating sublines**

It is possible to group items on each line into 2 or more groups or "sublines". Each subline will be displayed in succession on the line for a specified time, alternating continuously through each defined subline.

Items on a line are broken into sublines with the semicolon ';' character. The display time for each subline defaults to 2 seconds unless modified by using the '%t' tag to specify an alternate time (in seconds and optional tenths of a second) for the subline to be displayed.

Subline related special characters and tags:

; : Split items on a line into separate sublines

%t : Set the subline display time. The '%t' is followed by either integer seconds (%t5), or seconds and tenths of a second (%t3.5).

Each alternating subline can still be optionally scrolled while it is being displayed, and scrollable formats can be displayed on the same line with non-scrollable formats (such as track elapsed time) as long as they are separated into different sublines.

- **Other Tags:**

%% : Display a '%'

%< : Display a '<'

%| : Display a '|'

%> : Display a '>'

%s : Indicate that the line should scroll. Can occur anywhere in a line (given that the text is displayed; see conditionals above). You can specify up to 10 scrolling lines. Scrolling lines can not contain dynamic content such as timers, peak meters or progress bars.

**Example File**

```
%s%pp/%pe: %?it<%it|%fn> - %?ia<%ia|%d2> - %?id<%id|%d1>
%pb%pc/%pt
```

That is, “tracknum - title [artist, album]”, where most fields are only displayed if available. Could also be rendered as “filename” or “tracknum -title [artist]”.

**Default**

If you haven't selected a .wps file in the /.rockbox directory, you get the hard coded layout. The default WPS screen for Players is:

```
%s%pp/%pe: %?it<%it|%fn> - %?ia<%ia|%d2> - %?id<%id|%d1>
%pc%?ps<*/>%pt
```

And for the Recorder and Ondio:

```
%s%?it<%?in<%in. |>%it|%fn>
%s%?ia<%ia|%?d2<%d2|(root)>>
%s%?id<%id|%?d1<%d1|(root)>> %?iy<(%iy)|>
%pc/%pt [%pp:%pe]
%fbkBit %?fv<avg|> %?iv<(id3v%iv)|(no id3)>
%pb
%pm
```

## 6.3 Making your own settings file

A .cfg file is used to load settings from a plain text file. A .cfg file may reside anywhere on the hard disk. The only restriction is that the filename must end in .cfg

Hint: Use the “Write .cfg file” feature (Main Menu-> General Settings) to save the current settings, then use a text editor to customize the settings file.

**Format Rules**

- Format: setting: value
- Each setting must be on a separate line.
- Lines starting with # are ignored.

**Settings (allowed values) [unit]**

```
volume (0 - 100)
bass (-15 - 15)
treble (-15 - 15)
balance (-100 - 100)
channels (stereo, stereo narrow, stereo wide, mono, mono left,
mono right, karaoke)
shuffle (on, off)
```

repeat (off, all, one)  
play selected (on, off)  
resume (off, ask, ask once, on)  
scan min step (1, 2, 3, 4, 5, 6, 8, 10, 15, 20, 25, 30, 45, 60) [secs]  
scan accel (0 - 15) [double scan speed every X seconds]  
antiskip (0 - 7) [seconds]  
volume fade (on, off)  
sort case (on, off)  
show files (all, supported, music, playlists)  
follow playlist (on, off)  
playlist viewer icons  
(on, off)  
playlist viewer track display  
(on, off)  
recursive directory insert  
(on, off)  
scroll speed (0 - 15)  
scroll delay (0 - 250) [1/10s]  
scroll step (1 - 112) [pixels]  
bidir limit (0 - 200) [% of screen width]  
contrast (0 - 63)  
backlight timeout (off, on, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 15, 20, 25, 30,  
45, 60, 90) [seconds]  
backlight when plugged  
(on, off)  
disk spindown (3 - 254) [seconds]  
battery capacity (1500 - 2400) [mAh]  
idle poweroff (off, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 15, 30, 45, 60) [minutes]  
lang (/path/filename.lng)  
wps (/path/filename.wps)  
autocreate bookmarks (on, off)  
autoload bookmarks (on, off)  
use most-recent-bookmarks  
(on, off)  
talk dir (off, number, spell, hover)  
talk file (off, number, spell, hover)  
talk menu (off, on)  
**Recorder-specific settings**  
loudness (0 - 17)  
super bass (on, off)  
auto volume (off, 0.02, 2, 4, 8) [seconds]  
MDB enable (on, off)  
MDB strength (0 - 127) [dB]  
MDB harmonics (0 - 100) [%]

MDB center frequency (20-300) [Hz]  
MDB shape (50-300) [Hz]  
peak meter release (1 - 126)  
peak meter hold (off, 200ms, 300ms, 500ms, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 15, 20, 30, 1min)  
peak meter clip hold (on, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 15, 20, 25, 30, 45, 60, 90, 2min, 3min, 5min, 10min, 20min, 45min, 90min)  
peak meter busy (on, off)  
peak meter dbfs (on, off) (on = dbfs, off = linear)  
peak meter min (0 - 89) [dB] or (0 - 100) [%]  
peak meter max (0 - 89) [dB] or (0 - 100) [%]  
statusbar (on, off)  
scrollbar (on, off)  
volume display (graphic, numeric)  
battery display (graphic, numeric)  
time format (12hour, 24hour)  
font (/path/filename.fnt)  
invert (on, off)  
deep discharge (on, off)  
trickle charge (on, off)  
disk poweroff (on, off)  
rec quality (0 - 7) (0=smallest size, 7=highest quality)  
rec frequency (48, 44, 32, 24, 22, 16) [kHz]  
rec source (mic, line, spdif)  
rec channels (mono, stereo)  
rec mic gain (0 to 15)  
rec left gain (0 to 15)  
rec right gain (0 to 15)  
editable recordings (on,off)  
rec timesplit (off, 00:05, 00:10, 00:20, 00:30, 01:00, 01:12, 01:20, 02:00, 04:00, 06:00, 08:00, 16:00, 24:00) [hh:mm]  
pre-recording time (off, 1-30) [secs]  
rec directory (/recordings, current)  
**FM recorder specific settings**  
force fm mono (on,off)  
**Example File**  
volume: 70  
bass: 11  
treble: 12  
balance: 0  
time format: 12hour  
volume display: numeric

show files: supported  
wps: /.rockbox/car.wps  
lang: /.rockbox/afrikaans.lng

## 6.4 Differences between binaries

There are 3 different types of firmware binaries from Rockbox website. Current Version, Daily Builds and Bleeding Edge.

- – The current version is the latest stable version developed by the Rockbox Team. It's free of known critical bugs and works with Archos Jukebox Player/Studio, Recorders and Ondio devices. It is available from <http://www.rockbox.org/download/>.
- The Daily Build is a development version of Rockbox. It supports all new features and patches developed since last stable version. It may also contain bugs! This version is generated automatically every day and can be found at <http://www.rockbox.org/daily.shtml>.
- Bleeding edge builds are the same as the Daily build, but built from the latest development code every 20 minutes. These builds are for people who want to test the code that developers just checked in.

There are binaries for different Jukebox models:

- – The Player version is suitable for Archos Jukebox 5000, 6000 and all Studio models.
- – If you have a recorder with cylindrically rounded bumpers, you need the “regular” recorder version.
  - FM Recorders are models with a FM radio.
  - The V2 recorder is a recorder in an FM Recorder form factor, but without radio.
  - The 8mb version requires a hardware hack, where the RAM chips are replaced.
  - The Ondio builds come with and without radio support, for the Ondio FM and SP respectively.

If in doubt as to which version to use, the table on page ?? may be of assistance.

Note: All references in this manual to “Recorder” apply equally to the FM Recorder unless otherwise specified.

## 6.5 Firmware Loading

When your Jukebox powers on, it loads the Archos firmware in ROM, which automatically checks your Jukebox hard disk's root folder for a file named **archos.mod** (on the player version) or **ajbrec.ajz** (on the recorder version). Note that Archos firmware can only read the first ten characters of each file name in this process, so don't rename your old firmware files with names like **archos.mod.old** and so on, because it's possible that the Jukebox will load a file other than the one you intended.

## 6.6 Using ROLO (Rockbox loader)

Rockbox is able to load and start another firmware file without rebooting. You just press PLAY on an .ajz (Recorder, Ondio) or .mod (Player) file. This can be used to test new firmware versions without deleting your current version, or to load the original Archos firmware (you have to download the appropriate file from Archos' website).

## 6.7 Rockbox in flash (Recorder, Ondio)

**FLASHING ROCKBOX IS OPTIONAL!** It is not required for using Rockbox on your Jukebox Recorder. Please read the whole section thoroughly before flashing.

### 6.7.1 Introduction

Flashing in the sense used here and elsewhere in regard to Rockbox means reprogramming the flash memory of the Jukebox unit. Flash memory (sometimes called "Flash ROM") is a type of non-volatile memory that can be erased and reprogrammed in circuit. It is a variation of electrically erasable programmable read-only memory (EEPROM).

A from the factory Jukebox comes with the Archos firmware flashed. It is possible to replace the built-in software with Rockbox.

Terminology used in the following:

**Firmware** means the flash ROM content as a whole.

**Image** means one operating software started from there.

By reprogramming the firmware, the Jukebox will boot much faster. The Archos boot loader seems to take forever compared to the Rockbox version. In fact, the Rockbox boot loader is so fast that it has to wait for the disk to spin up. The flashing procedure is a bit involved for the first time, updates are very simple later on.

### 6.7.2 Method

The replaced firmware will host a bootloader and 2 images. This is made possible by compression. The first is the “permanent” backup. The second is the default image to be started. The former is only used when you hold the F1 key during start, and is the original Archos firmware, the second is a current build of Rockbox. This second image is meant to be reprogrammed whenever a Rockbox upgrade is performed.

There are two programming tools supplied:

- The first one is called **firmware.flash.rock** and is used to program the whole flash with new content. It can also be used to revert back to the original firmware that is backed up as part of this procedure. This tool will only be needed once, and can be viewed as “formatting” the flash with the desired image structure.
- The second one is called **rockbox.flash.rock** and is used to reprogram only the second image. If the resulting programmed firmware image is not operational, it is possible to hold down the F1 key while booting to start the Jukebox with the Archos firmware and Rockbox booted from disk to reinstall a working firmware image.

### Risks

Well, is it dangerous? Yes, certainly, like programming a mainboard BIOS, CD/DVD drive firmware, mobile phone, etc. If the power fails, the chip malfunctions while programming or particularly if the programming software malfunctions, your Jukebox may stop functioning. The Rockbox team take no responsibility of any kind - do this at your own risk.

However, the code has been extensively tested and is known to work well. The new firmware file is completely read before it starts programming, there are a lot of sanity checks. If any fail, it will not program. There is no reason why such low level code should behave differently on your Jukebox.

There’s one ultimate safety net to bring back Jukeboxes with even completely garbled flash content: the UART boot mod, which in turn requires the serial mod. This can bring the dead back to life, with that it’s possible to re-flash independently from the outside, even if the flash is completely erased. It has been used during development, else Rockbox in flash wouldn’t have been possible. Extensive development effort went into the development of the UART boot mod. Mechanically adept users with good soldering skills can easily perform these mods. Others may feel uncomfortable using the first tool (**firmware.flash.rock**) for reflashing the firmware.

If you are starting with a known-good image, you are unlikely to experience problems. The flash tools have been stable for quite a while. Several

users have used them extensively, even flashing while playing! Although it worked, it's not the recommended method.

The flashing software is very paranoid about making sure that the correct flash version is being installed. If the wrong file is used, it will simply refuse to flash the Jukebox.

About the safety of operation: Since the Rockbox boot code gives "dual boot" capability, the Archos firmware is still there when you hold F1 during startup. So even if you have problems with Rockbox from flash, you can still use the Jukebox, reflash the second image with an updated Rockbox copy, etc.

The flash chip being used by Archos is specified for 100,000 cycles, so it's very unlikely that flashing it will wear it out.

### 6.7.3 Requirements

You need two things:

- The first is a Recorder or FM model, or an Ondio SP or FM. Be sure you're using the correct package, they differ depending on your precise hardware! The technology works for the Player models, too. Players can also be flashed, but Rockbox does not run cold-started on those, yet.
- Second, you need an in-circuit programmable flash. Chances are about 85% that you have, but Archos also used an older flash chip which can't do the trick. You can find out via Rockbox debug menu, entry Hardware Info. If the flash info gives you question marks, you're out of luck. The only option for flashing if this is the case is to solder in the right chip (SST39VF020), preferably with the firmware already in. If the chip is blank, you'll need the UART boot mod as well.

### Flashing Procedure

Here are step-by-step instructions on how to flash and update to a current build. It is assumed that you can install and operate Rockbox the usual way. The flashing procedure has a lot of failsafes, and will check for correct model, file, etc. - if something is incompatible it just won't flash, that's all.

Now here are the steps:

#### Preparation

Install (with all the files, not just the .ajz) and use the current daily build you'd like to have. Enable any voice features that are helpful throughout the process, such as menus and filename spelling. Set the file view to show all files, with the menu option **General Settings -> File View -> Show Files** set to "all". Have the Jukebox nicely charged to avoid running out of

power during the flash write. Keep the Jukebox plugged into the charger until flashing is complete.

### **Backup**

Backup the existing flash content. This is not an essential part of the procedure, but is strongly recommended since you will need these files if you wish to reverse the flashing procedure, or if you need to update the bootloader (as opposed to the firmware) in the future. Keep them safe!

Access the main menu by pressing F1 then select **Info** -> **Debug**. Select the first entry, **Dump ROM contents**, by pressing Play one more time. The disk should start to spin. Wait for it to settle down, then plug in the USB cable to copy the dump file this has just been created to your PC. The main folder of your Jukebox now should contain two strange .bin files. Copy the larger one named **internal\_rom\_2000000-203FFF.bin** to a safe place, then delete them both from the box.

### **Copy the new flash content file to your box**

Depending on your model (recorder, FM, V2 recorder), download one of the 3 packages:

[http://joerg.hohensohn.bei.t-online.de/archos/flash/flash\\_rec.zip](http://joerg.hohensohn.bei.t-online.de/archos/flash/flash_rec.zip)

[http://joerg.hohensohn.bei.t-online.de/archos/flash/flash\\_fm.zip](http://joerg.hohensohn.bei.t-online.de/archos/flash/flash_fm.zip)

[http://joerg.hohensohn.bei.t-online.de/archos/flash/flash\\_v2.zip](http://joerg.hohensohn.bei.t-online.de/archos/flash/flash_v2.zip) [http://joerg.hohensohn.bei.t-online.de/archos/flash/flash\\_v2.zip](http://joerg.hohensohn.bei.t-online.de/archos/flash/flash_v2.zip)

[http://joerg.hohensohn.bei.t-online.de/archos/flash/flash\\_v2.zip](http://joerg.hohensohn.bei.t-online.de/archos/flash/flash_v2.zip)

[http://joerg.hohensohn.bei.t-online.de/archos/flash/flash\\_ondiosp.zip](http://joerg.hohensohn.bei.t-online.de/archos/flash/flash_ondiosp.zip)

[http://joerg.hohensohn.bei.t-online.de/archos/flash/flash\\_ondiofm.zip](http://joerg.hohensohn.bei.t-online.de/archos/flash/flash_ondiofm.zip)

The zip archives contain two .bin files each. Those firmware\*.bin files are all we want, copy them to the root directory of your box. The names differ depending on the model, the flash plugin will pick the right one, no way of doing this wrong.

### **Install the Rockbox Bootloader (“formatting” the flash)**

This procedure is only necessary the first time you flash Rockbox. Unplug the USB cable again, then select **Browse Plugins** from the main menu (F1). Locate **firmware.flash.rock**, and start it with PLAY. Rockbox now displays an info screen, press F1 to acknowledge it and start a file check. Again wait for the disk to settle, then press F2 to proceed to a warning message (if the plugin has exited, you don't have the proper file) and F3 to actually program the file. This takes maybe 15 seconds, wait for the disk to settle again. Then press a key to exit the plugin.

*[Warning: Image ignored] [Warning: Image ignored] [Warning: Image ignored]*

*Flashing boot loader in 3 easy steps*

### **Install the Rockbox binary in flash**

All the above was necessary only once, although there will not be any obvious difference (other than the Archos firmware loading a bit more quickly) after the step above is complete. Next install the actual Rockbox firmware

that will be used from ROM. This is how Rockbox will be updated when installing a new release from now on.

- Unpack the whole build that you are installing onto the Jukebox, including plugins and support files. This can be done using the Windows setup program to install the new version onto the Jukebox.
- Test the build you are going to flash by playing the .ajz file so that ROLO loads it up. This puts the firmware in memory without changing your flash, so you can check that everything is working. If you have just installed the bootloader (see above) then this will happen automatically as the existing Archos firmware loads the .ajz that you have just installed. If upgrading ROMbox, this step **must** be carried out since Rockbox cannot overwrite the ROM while it is running from it.
- Play the .ucl file, which is usually found in the **/.rockbox** directory, this will kick off the **rockbox\_flash.rock** plugin. It's a bit similar to the other one, but it's made different to make the user aware. It will check the file, available size, etc. With F2 it begins programming, there is no need for warning this time. If it goes wrong, you'll still have the permanent image.

*[Warning: Image ignored] [Warning: Image ignored]  
Using rockbox\_flash to update your boot firmware*

- It is possible that you could get an "Incompatible Version" error if the plugin interface has changed since you last flashed Rockbox. This means you are running an "old" copy of Rockbox, but are trying to execute a newer plugin, the one you just downloaded. The easiest solution is to ROLO into this new version, by playing the **ajbrec.ajz** file. Then you are consistent and can play **rockbox.ucl**.
- When done, you can restart the box and hopefully your new Rockbox image.

UCLs for the latest Recorder and FM firmware are included in Rockbox 2.4 and also the daily builds.

### 6.7.4 Known Issues and Limitations

There are two variants as to how the Jukebox starts, which is why there are normal and \_norom firmware files. The vast majority of Jukeboxes all have the same boot ROM content, but some have different flash content. Rockbox identifies this boot ROM with a CRC value of 0x222F in the hardware info screen. Some recorders have the boot ROM disabled (it might be

unprogrammed) and start directly from a flash mirror at address zero. They need the \_norom firmware, it has a slightly different bootloader. Without a boot ROM there is no UART boot safety net. To compensate for that as much as possible the MiniMon monitor is included, and can be started by pressing F3+ON. Using this the box can be reprogrammed via serial if the UART mod has been applied and the first ~2000 bytes of the flash are OK.

### **ROMbox**

ROMbox is a flashable version of Rockbox that is uncompressed and runs directly from the flash chip rather than being copied into memory first. The advantage of this is that memory that would normally be used for storing the Rockbox code can be used for buffering MP3s instead, resulting in less disk spin-ups and therefore longer battery life. Unfortunately being uncompressed, ROMbox requires more space in flash than Rockbox and will therefore not fit in the space that is left on an FM recorder. ROMbox therefore runs on the V1 and V2 recorder models only.

The procedure for flashing ROMbox is identical to the procedure for flashing Rockbox as laid out on page 69. The only difference is that the file to install is called **rombox.ucl**. ROMbox is included automatically with rockbox 2.4 and all the current daily builds, so the procedure is identical otherwise.