



The Rockbox Manual  
for  
Archos Jukebox 5000, 6000, Studio 10 and 20

[rockbox.org](http://rockbox.org)  
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# Rockbox

<http://www.rockbox.org/>  
Open Source Jukebox Firmware

Rockbox and this manual is the collaborative effort of the Rockbox team and its contributors. See the appendix for a complete list of contributors.

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# 1 Introduction

## 1.1 Welcome

This is the manual for Rockbox. Rockbox is an open source firmware replacement for a growing number of digital audio players. Rockbox aims to be considerably more functional and efficient than your device's stock firmware while remaining easy to use and customisable. Rockbox is written by users, for users. Not only is it free to use, it is also released under the GNU General Public License (GPL), which means that it will always remain free both to use and to change.

Rockbox has been in development since 2001, and receives new features, tweaks and fixes each day to provide you with the best possible experience on your digital audio player. A major goal of Rockbox is to be simple and easy to use, yet remain very customisable and configurable. We believe that you should never need to go through a series of menus for an action you perform frequently. We also believe that you should be able to configure almost anything about Rockbox you could want, pertaining to functionality. Another top priority of Rockbox is audio playback quality – Rockbox, for most models, includes a wider range of sound settings than the device's original firmware. A lot of work has been put into making Rockbox sound the best it can, and improvements are constantly being made. All models have access to a large number of plugins, including many games, applications, and graphical “demos”. You can load different configurations quickly for different purposes (e.g. a large font for in your car, different sound settings for at home). Rockbox features a very wide range of languages, and all supported models also have the ability to talk to you – menus can be voiced and filenames spelled out or spoken.

## 1.2 Getting more help

This manual is intended to be a comprehensive introduction to the Rockbox firmware. 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.

If you cannot find the information you are searching for on the Rockbox website there are a number of support channels you should have a look at. You can try the Rockbox forums located at <http://forums.rockbox.org/>. Another option are the mailing lists which can be found at <http://www.rockbox.org/mail/>. From that page you can subscribe to the lists and browse the archives. For searching the list archives simply use the search field that is located on the left side of the website. Also you can ask on IRC. The main



channel for Rockbox is `#rockbox` on <irc://irc.freenode.net>. A bunch of helpful developers and users are usually around. Just join and ask – if someone knows the answer you’ll usually get an answer pretty quickly. More information including IRC logs can be found at <http://www.rockbox.org/irc/>. We also have a web client for joining the rockbox IRC channel so there is no need for you to install additional software to your computer.


If you think you have found a bug please make sure it actually is a bug and is still present in the most recent version of rockbox. You should try to confirm that by using the above mentioned support channels first. After that you can submit that issue to our tracker. Refer to section [D](#) (page [82](#)) for details on how to use the tracker.


### 1.3 Naming conventions and marks


We have some conventions especially on naming that are intended to be consistent throughout this manual.



Manufacturer and product names are formatted in accordance with the standard rules of English grammar, e.g. “Archos playback is currently unsupported”. Manufacturer and model names are proper nouns, and thus are written beginning with a capital letter.

This manual has some parts that are marked with icons on the margin to help you finding important parts or parts you could skip. The following icons are used:

**Note:** This indicates a note. A note starts always with the text “Note”. For easier finding of notes we have put this an icon in the margin like here. Notes are used to mark information that could help you or indicate a possible “weirdness” in rockbox that would be explained. 

**Warning:** This is a warning. In contrast to notes mentioned above, a warning should be taken more seriously. While ignoring notes will not cause any serious damage ignoring warnings *could* cause serious damage. If you are new to rockbox you should really read the warnings before doing anything that is warned about. 

This icon marks a section that is intended especially for the blind and visually impaired. As they cannot read the manual in the same way sighted people do we have added some additional descriptions. If you are not blind or visually impaired you most likely can completely skip these blocks. To make this easier, there is an icon shown in the margin on the right. 

Links to the wiki are abbreviated by the name of the wiki page. Those names are still linked so you can simply follow them like any other link in this manual. If you want to access a wiki page manually go to  <http://www.rockbox.org/wiki/> and type the page name in the “Go” box at the top of the page. Links to wiki pages are also indicated by the symbol  in front of the page name.

## 2 Installation

Installing Rockbox is generally a quick and easy procedure. However before beginning there are a few things it is important to know.

### 2.1 Before Starting

**USB connection.** To transfer Rockbox to your player you need to connect it to your computer. For manual installation/uninstallation, or should autodetection fail during automatic installation, you need to know where to access the player. On Windows this means you need to know the drive letter associated with the player. On Linux you need to know the mount point of your player. On Mac OS X you need to know the volume name of your player.

### 2.2 Installing Rockbox

There are two ways to install Rockbox: automated and manual. The automated way is the preferred method of installing Rockbox for the majority of people. Rockbox Utility is a graphical application that does almost everything for you. However, should you encounter a problem, then the manual way is still available to you.

Rockbox itself comes as a single package. There is no need to install additional software to run Rockbox.

#### 2.2.1 Automated Installation

To automatically install Rockbox, download the official installer and housekeeping tool ROCKBOX UTILITY. It allows you to:

- Automatically install all needed components for using Rockbox (“Minimal Installation”).
- Automatically install all suggested components (“Complete Installation”).
- Selectively install optional components.
- Install voice files and generate talk clips.
- Uninstall all components you installed using Rockbox Utility.

Prebuilt binaries for Windows, Linux and Mac OS X are available at the  [RockboxUtility](#) wiki page.

When first starting ROCKBOX UTILITY run “Autodetect”, found in the configuration dialog (File → Configure). Autodetection can detect most player types. If autodetection fails or is unable to detect the mountpoint, make sure to enter the correct values. The mountpoint indicates the location of the player in your filesystem. On Windows, this is the drive letter the player gets assigned, on other systems this is a path in the filesystem.


### Choosing a Rockbox version

There are three different versions of Rockbox available from the Rockbox website: Release version, current build and archived daily build. You need to decide which one you want to install and get the appropriate version for your player. If you select either “Minimal Installation” or “Complete Installation” from the “Quick Start” tab, then Rockbox Utility will automatically install the release version of Rockbox. Using the “Installation” tab will allow you to select which version you wish to install.

**Release.** The release version is the latest stable release, free of known critical bugs. For a manual install, the current stable release of Rockbox is available at <http://www.rockbox.org/download/>.

**Current Build.** The current build is built at each source code change to the Rockbox SVN repository and represents the current state of Rockbox development. This means that the build could contain bugs but most of the time is safe to use. For a manual install, you can download the current build from <http://build.rockbox.org/>.

**Archived Build.** In addition to the release version and the current build, there is also an archive of daily builds available for download. These are built once a day from the latest source code in the SVN repository. For a manual install, you can download archived builds from <http://www.rockbox.org/daily.shtml>.

**Note:** Because current and archived builds are development versions that change frequently, they may behave differently than described in this manual, or they may introduce new (and potentially annoying) bugs. Unless you wish to try the latest and greatest features at the price of possibly greater instability, or you wish to help with development, you should stick with the release. 

Please now go to section [2.2.3](#) (page [12](#)) to complete the installation procedure.


### 2.2.2 Manual Installation

The manual installation method is still available to you, should you need or desire it by following the instructions below. If you have used Rockbox Utility to install Rockbox,

then you do not need to follow the next section and can skip straight to section 2.2.3 (page 12)

### Installing the firmware

1. Download your chosen version of Rockbox from the links in the previous section.
2. Connect your player to the computer via USB as described in the manual that came with your player.
3. Take the `.zip` file that you downloaded and use the “Extract all” command of your unzip program to extract the files onto your player.

**Note:** The entire contents of the `.zip` file should be extracted directly to the root of your player’s drive. Do not try to create a separate directory on your player for the Rockbox files! The `.zip` file already contains the internal structure that Rockbox needs. 

If the contents of the `.zip` file are extracted correctly, you will have a file called `archos.mod` in the main directory of your player’s drive, and also a directory called `.rockbox`, which contains a number of other directories and system files needed by Rockbox.

### 2.2.3 Finishing the install

Safely eject / unmount the USB drive, unplug the cable and restart.

### 2.2.4 Enabling Speech Support (optional)

If you wish to use speech support you will also need a voice file. Voice files allow Rockbox to speak the user interface to you. Rockbox Utility can install an English voice file, or you can download it from <http://www.rockbox.org/daily.shtml> and unzip it to the root of your player. Rockbox Utility can also aid you in the creation of voice files with different voices or in other languages if you have a suitable speech engine installed on your computer. Voice menus are enabled by default and will come into effect after a reboot. See section 8.8 (page 45) for details on voice settings. Rockbox Utility can also aid in the production of talk files, which allow Rockbox to speak file and folder names.

## 2.3 Running Rockbox

When you turn the unit on, Rockbox should load.

## 2.4 Updating Rockbox

Rockbox can be easily updated with Rockbox Utility. You can also update Rockbox manually - download a Rockbox build as detailed above, and unzip the build to the root

directory of your player as in the manual installation stage. If your unzip program asks you whether to overwrite files, choose the “Yes to all” option. The new build will be installed over your current build.

The bootloader only changes rarely, and should not normally need to be updated.

**Note:** If you use Rockbox Utility be aware that it cannot detect manually installed components.



## 2.5 Uninstalling Rockbox

### 2.5.1 Automatic Uninstallation

You can uninstall Rockbox automatically by using Rockbox Utility. If you installed Rockbox manually you can still use Rockbox Utility for uninstallation but will not be able to do this selectively.

### 2.5.2 Manual Uninstallation

If you would like to go back to using the original Archos software, connect the player to your computer, and delete the `archos.mod` file.

If you wish to clean up your disk, you may also wish to delete the `.rockbox` directory and its contents. Turn the Archos off. Turn the player back on and the original Archos software will load.

## 2.6 Troubleshooting

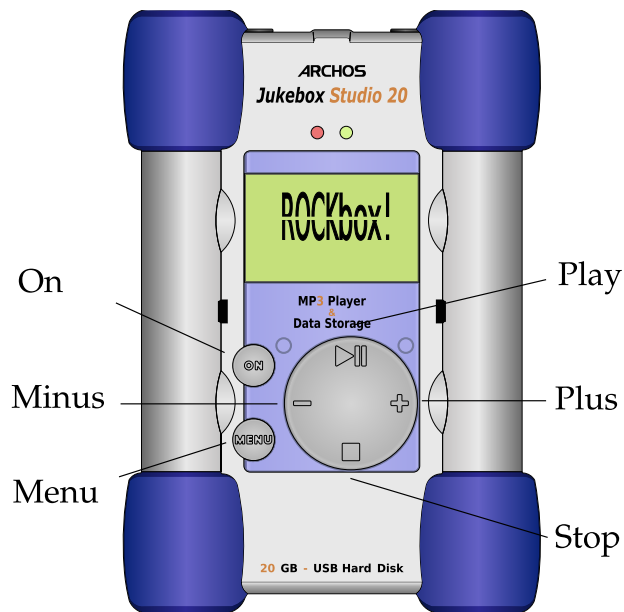
**“File Not Found”** If you receive a “File Not Found” from the bootloader, then the bootloader cannot find the Rockbox firmware. This is usually a result of not extracting the contents of the `.zip` file to the proper location, and should not happen when Rockbox has been installed with Rockbox Utility.

To fix this, either install Rockbox with the Rockbox Utility which will take care of this for you, or recheck the Manual Install section to see where the files need to be located.

## 3 Quick Start

### 3.1 Basic Overview

#### 3.1.1 The player's controls



Throughout this manual, the buttons on the player are labelled according to the picture above. Whenever a button name is prefixed by “Long”, a long press of approximately one second should be performed on that button. The buttons are described in detail in the following paragraph.

Additional information for blind users is available on the Rockbox website at [BlindFAQ](#). ▶

The main controls of this player are a four-way button on the right below the screen, and two round buttons to the left of it. Hold the player with these controls on the bottom and facing you.

On the left hand side, the higher of the two small buttons is the **On**, the lower of the two buttons is the **Menu** button. The large circular button on the right contains, clockwise from the top, the **Play**, the **Plus**, the **Stop**, and the **Minus** buttons.

On the top on the player is the headphone jack on the left and the Line-Out jack on the right. On the bottom of the player is the Line-In jack on the left, the DC-In jack on the right, and the USB connector in the centre.

### 3.1.2 Turning the player on and off

To turn on and off your Rockbox enabled player use the following keys:

Key	Action
Long <b>On</b>	Start Rockbox
From the Main Menu, select <b>Shutdown</b>	Shutdown Rockbox

On shutdown, Rockbox automatically saves its settings.

In the unlikely event of a software failure, hardware poweroff or reset can be performed by holding down **Stop** until the player shuts off or reboots.

### 3.1.3 Putting music on your player

With the player connected to the computer as an MSC/UMS device (like a USB Drive), music files can be put on the player via any standard file transfer method that you would use to copy files between drives (e.g. Drag 'n' Drop). The default directory structure that is assumed by some parts of Rockbox (missing-tag fallback in some WPSes) uses the parent directory of a song as the Album name, and the parent directory of that folder as the Artist name. While files may be organized however you like, WPSes may display information incorrectly if your files are not properly tagged, and you have your music organized in a way different than they assume when attempting to guess the Artist and Album names from your filetree.

### 3.1.4 The first contact

After you have first started the player, you'll be presented by the MAIN MENU. From this menu you can reach every function of Rockbox, for more information (see section 5.1 (page 29)). To browse the files on you player, select FILES (see section 4.1 (page 17)), and to browse in a view that is based on the meta-data<sup>1</sup> of your audio files, select DATABASE (see section 4.2 (page 20)).

### 3.1.5 Basic controls

When browsing files and moving through menus you usually get a list view presented. The navigation in these lists are usually the same and should be pretty intuitive. In the tree view use **Plus** and **Minus** to move around the selection. Use **Play** to select an item. When browsing the file system selecting an audio file plays it. The view switches to the "While playing screen", usually abbreviated as "WPS" (see section 4.3 (page 22)). The dynamic playlist gets replaced with the contents of the current directory. This way you

<sup>1</sup>ID3 Tags, Vorbis comments, etc.

can easily treat directories as playlists. The created dynamic playlist can be extended or modified while playing. This is also known as “on-the-fly playlist”. To go back to the FILE BROWSER stop the playback with the **Stop** button or return to the file browser while keeping playback running using **On**. In list views you can go back one step with **Stop**.

### 3.1.6 Basic concepts

#### Playlists

Rockbox is playlist oriented. This means that every time you play an audio file, a so-called “dynamic playlist” is generated, unless you play a saved playlist. You can modify the dynamic playlist while playing and also save it to a file. If you do not want to use playlists you can simply play your files directory based. Playlists are covered in detail in section 4.4 (page 25).

#### Menu

From the menu you can customise Rockbox. Rockbox itself is very customisable. Also there are some special menus for quick access to frequently used functions.

#### Context Menu

Some views, especially the file browser and the WPS have a context menu. From the file browser this can be accessed with Long **Play**. The contents of the context menu vary, depending on the situation it gets called. The context menu itself presents you with some operations you can perform with the currently highlighted file. In the file browser this is the file (or directory) that is highlighted by the cursor. From the WPS this is the currently playing file. Also there are some actions that do not apply to the current file but refer to the screen from which the context menu gets called. One example is the playback menu, which can be called using the context menu from within the WPS.

## 3.2 Customising Rockbox

Rockbox’ User Interface can be customised using “Themes”. Themes usually only affect the visual appearance, but an advanced user can create a theme that also changes various other settings like file view, LCD settings and all other settings that can be modified using `.cfg` files. This topic is discussed in more detail in section 11.3 (page 66). The Rockbox distribution comes with some themes that should look nice on your player.



## 4 Browsing and playing

### 4.1 File Browser



Figure 4.1: The file browser

Rockbox lets you browse your music in either of two ways. The FILE BROWSER lets you navigate through the files and directories on your player, entering directories and executing the default action on each file. To help differentiate files, each file format is displayed with an icon.

The DATABASE BROWSER, on the other hand, allows you to navigate through the music on your player using categories like album, artist, genre, etc.

You can select whether to browse using the FILE BROWSER or the DATABASE BROWSER by selecting either FILES or DATABASE in the MAIN MENU. If you choose the FILE BROWSER, the SHOW FILES setting lets you select what types of files you wish to view. See section 8.2 (page 39) for more information on the SHOW FILES setting.

**Note:** The FILE BROWSER allows you to manipulate your files in ways that are not available within the DATABASE BROWSER. Read more about DATABASE in section 4.2 (page 20). The remainder of this section deals with the FILE BROWSER.



### 4.1.1 File Browser Controls

Key	Action
Minus/Plus	Go to previous/next item in list. If you are on the first/last entry, the cursor will wrap to the last/first entry.
Stop	Go to the parent directory.
Play	Executes the default action on the selected file or enters a directory.
On	If there is an audio file playing, returns to the WHILE PLAYING SCREEN (WPS) without stopping playback.
Long Play	Enter the CONTEXT MENU
Menu	Enter the MAIN MENU

### 4.1.2 Context Menu

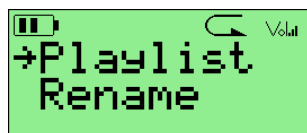


Figure 4.2: The Context Menu

The CONTEXT MENU allows you to perform certain operations on files or directories. To access the CONTEXT MENU, position the selector over a file or directory and access the context menu with Long **Play**.

**Note:** The CONTEXT MENU is a context sensitive menu. If the CONTEXT MENU is invoked on a file, it will display options available for files. If the CONTEXT MENU is invoked on a directory, it will display options for directories.

The CONTEXT MENU contains the following options (unless otherwise noted, each option pertains both to files and directories):

**Playlist.** Enters the PLAYLIST SUBMENU (see section 4.4.3 (page 26)).

**Playlist Catalog.** Enters the PLAYLIST CATALOG SUBMENU (see section 4.4.2 (page 26)).

**Rename.** This function lets the user modify the name of a file or directory.

**Cut.** Copies the name of the currently selected file or directory to the clipboard and marks it to be 'cut'.

**Copy.** Copies the name of the currently selected file or directory to the clipboard and marks it to be ‘copied’.

**Paste.** Only visible if a file or directory name is on the clipboard. When selected it will move or copy the clipboard to the current directory.

**Delete.** Deletes the currently selected file. This option applies only to files, and not to directories. Rockbox will ask for confirmation before deleting a file. Press **Play** to confirm deletion or any other key to cancel.

**Delete Directory.** Deletes the currently selected directory and all of the files and subdirectories it may contain. Deleted directories cannot be recovered. Use this feature with caution!

**Open with.** Runs a viewer plugin on the file. Normally, when a file is selected in Rockbox, Rockbox automatically detects the file type and runs the appropriate plugin. The OPEN WITH function can be used to override the default action and select a viewer by hand. For example, this function can be used to view a text file even if the file has a non-standard extension (i.e., the file has an extension of something other than `.txt`). See section 10.3 (page 52) for more details on viewers.

**Create Directory.** Create a new directory in the current directory on the disk.

**Properties.** Shows properties such as size and the time and date of the last modification for the selected file. If used on a directory, the number of files and subdirectories will be shown, as well as the total size.

**Add to Shortcuts.** Adds a link to the selected item in the `shortcuts.link` file. If the file does not already exist it will be created in the root directory. Note that if you create a shortcut to a file, Rockbox will not open it upon selecting, but simply bring you to its location in the FILE BROWSER.

### 4.1.3 Virtual Keyboard

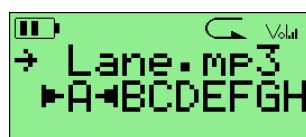


Figure 4.3: The virtual keyboard

This is the virtual keyboard that is used when entering text in Rockbox, for example when renaming a file or creating a new directory. The virtual keyboard can be easily changed by making a text file with the required layout. More information on how to achieve this can be found on the Rockbox website at [LoadableKeyboardLayouts](#).

The current text line to be entered or edited is always listed on the first line of the display. The second line of the display can contain the character selection bar, as in the screenshot above.

Key	Action
<b>On</b>	Toggle picker- and line edit mode
<b>Minus/Plus</b>	moves back and forth in the selected line (picker of input line)
<b>Play</b>	Picks character in character bar, or acts as backspace in the text line.
Long <b>Play</b>	Accept
<b>Stop</b>	Cancel
<b>Menu</b>	Flips picker lines

## 4.2 Database

### 4.2.1 Introduction

This chapter describes the Rockbox music database system. Using the information contained in the tags (ID3v1, ID3v2) in your audio files, Rockbox builds and maintains a database of the music files on your player and allows you to browse them by Artist, Album, Genre, Song Name, etc. The criteria the database uses to sort the songs can be completely customised. More information on how to achieve this can be found on the Rockbox website at [DataBase](#).

### 4.2.2 Initializing the Database

The first time you use the database, Rockbox will scan your disk for audio files. This can take quite a while depending on the number of files on your player. This scan happens in the background, so you can choose to return to the Main Menu and continue to listen to music. If you shut down your player, the scan will continue next time you turn it on. After the scan is finished you may be prompted to restart your player before you can use the database.

#### Ignoring Directories During Database Initialization

You may have directories on your player whose contents should not be added to the database. Placing a file named `database.ignore` in a directory will exclude the files in that directory and all its subdirectories from scanning their tags and adding them to the database. This will speed up the database initialization.

If a subdirectory of an 'ignored' directory should still be scanned, place a file named `database.unignore` in it. The files in that directory and its subdirectories will be scanned and added to the database.

### 4.2.3 The Database Menu

**Auto Update** If `AUTO UPDATE` is set to `ON`, each time the player boots, the database will automatically be updated. `AUTO UPDATE` does not detect deleted files. To remove deleted files from the database you need to run `UPDATE NOW`.

**Initialize Now** You can force Rockbox to rescan your disk for tagged files by using the `INITIALIZE NOW` function in the `DATABASE MENU`.

**Warning:** `INITIALIZE NOW` removes all database files (removing `runtime.db` data also) and rebuilds the database from scratch.



**Update Now** `UPDATE NOW` causes the database to detect new and deleted files. Unlike `INITIALIZE NOW`, the `UPDATE NOW` function does not remove runtime database information.

**Gather Runtime Data** When enabled, rockbox will record how often and how long a track is being played, when it was last played and its rating. This information can be displayed in the WPS and is used in the database browser to, for example, show the most played, unplayed and most recently played tracks.

**Export Modifications** This allows for the runtime data to be exported to the file `/.rockbox/database_changelog.txt`, which backs up the runtime data in ASCII format. This is needed when database structures change, because new code cannot read old database code. But, all modifications exported to ASCII format should be readable by all database versions.

**Import Modifications.** Allows the `/.rockbox/database_changelog.txt` backup to be conveniently loaded into the database. If `AUTO UPDATE` is enabled this is performed automatically when the database is initialized.

### 4.2.4 Using the Database

Once the database has been initialized, you can browse your music by Artist, Album, Genre, Song Name, etc. To use the database, go to the `MAIN MENU` and select `DATABASE`.

**Note:** You may need to increase the value of the `MAX FILES IN DIR BROWSER` setting (`SETTINGS` → `GENERAL SETTINGS` → `SYSTEM` → `LIMITS`) in order to view long lists of tracks in the ID3 database browser.



There is no option to turn off database completely. If you do not want to use it just do not do the initial build of the database and do not load it to RAM.

Tag	Type	Origin
filename	string	system
album	string	id tag
albumartist	string	id tag
artist	string	id tag
comment	string	id tag
composer	string	id tag
genre	string	id tag
grouping	string	id tag
title	string	id tag
bitrate	numeric	id tag
discnum	numeric	id tag
year	numeric	id tag
tracknum	numeric	id tag/filename
autoscore	numeric	runtime db
lastplayed	numeric	runtime db
playcount	numeric	runtime db
Pm (play time - min)	numeric	runtime db
Ps (play time - sec)	numeric	runtime db
rating	numeric	runtime db
commitid	numeric	system
entryage	numeric	system
length	numeric	system
Lm (track len - min)	numeric	system
Ls (track len - sec)	numeric	system

### 4.3 While Playing Screen

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

**Note:**



- Playlist index/Playlist size: Artist - Title.
- Current-time Progress-indicator Left.

See section 11.2 (page 63) for details of customising your WPS (While Playing Screen).

### 4.3.1 WPS Key Controls

Key	Action
<b>Menu + Plus / Menu + Minus Minus</b>	Volume up/down. Go to beginning of track, or if pressed while in the first seconds of a track, go to previous track.
<b>Long Minus Plus</b>	Rewind in track. Go to next track.
<b>Long Plus Play</b>	Fast forward in track. Toggle play/pause.
<b>Stop On</b>	Stop playback. Return to the FILE BROWSER.
<b>Long Play Menu</b>	Enter WPS CONTEXT MENU. Enter MAIN MENU.
<b>Menu+Stop Menu+Play</b>	Key lock on/off. Mute on/off.
<b>Menu + On Short Plus + Long Plus</b>	Enter ID3 VIEWER. Skip to the next directory.
<b>Short Minus + Long Minus</b>	Skip to the previous directory.

### 4.3.2 The WPS Context Menu

Like the context menu for the FILE BROWSER, the WPS CONTEXT MENU allows you quick access to some often used functions:

#### Playlist

The PLAYLIST submenu allows you to view, save, search and reshuffle the current playlist. To change settings for the PLAYLIST VIEWER press **Menu** while viewing the playlist to bring up the PLAYLIST VIEWER MENU.

#### Playlist Viewer Menu

**Show Icons.** This toggles display of the icon for the currently selected playlist entry and the icon for moving a playlist entry

**Show Indices.** This toggles display of the line numbering for the playlist

**Track Display.** This toggles between filename only and full path for playlist entries

**Save Current Playlist.** Allows the current playlist to be saved as a .m3u playlist file

### Playlist catalog

**View catalog.** This lists all playlists that are part of the Playlist catalog. You can load a new playlist directly from this list.

**Add to playlist.** Adds the currently playing file to a playlist. Select the playlist you want the file to be added to and it will get appended to that playlist.

**Add to new playlist.** Similar to the previous entry this will add the currently playing track to a playlist. You need to enter a name for the new playlist first.

### Sound Settings

This is a shortcut to the SOUND SETTINGS MENU, where you can configure volume, bass, treble, and other settings affecting the sound of your music. See section 6 (page 34) for more information.

### Playback Settings

This is a shortcut to the PLAYBACK SETTINGS MENU, where you can configure shuffle, repeat, party mode, study mode and other settings affecting the playback of your music.

### Rating

The menu entry is only shown if GATHER RUNTIME INFORMATION is enabled. It allows the assignment of a personal rating value (0 – 10) to a track which can be displayed in the WPS and used in the Database browser. Press **Plus** to increment the value. The value wraps at 10.

### Bookmarks

This allows you to create a bookmark in the currently-playing track.

### Show Track Info



Figure 4.4: The track info viewer



This screen is accessible from the WPS screen, and provides a detailed view of all the identity information about the current track. This info is known as meta data and is stored in audio file formats to keep information on artist, album etc. To access this screen, press **Menu + On**. Use **Minus** and **Plus** to move through the information.

### Open With...

This OPEN WITH function is the same as the OPEN WITH function in the file browser's CONTEXT MENU.

### Delete

Delete the currently playing file.

## 4.4 Working with Playlists

### 4.4.1 Playlist terminology

Some common terms that are used in Rockbox when referring to playlists:

**Directory.** A playlist! One of the keys to getting the most out of Rockbox is understanding that Rockbox *always* considers the song that it is playing to be part of a playlist, and in some situations, Rockbox will create a playlist automatically. For example, if you are playing the contents of a directory, Rockbox will automatically create a playlist containing all songs in it. This means that just about anything that is described in this chapter with respect to playlists also applies to directories.

**Dynamic playlist.** A dynamic playlist is a playlist that is created “On the fly.” Any time you insert or queue tracks using the PLAYLIST SUBMENU (see section 4.4.3 (page 26)), you are creating (or adding to) a dynamic playlist.

**Insert.** In Rockbox, to INSERT an item into a playlist means putting an item into a playlist and leaving it there, even after it is played. As you will see later in this chapter, Rockbox can INSERT into a playlist in several places.


**Queue.** In Rockbox, to QUEUE a song means to put the song into a playlist and then to remove the song from the playlist once it has been played. The only difference between INSERT and QUEUE is that the QUEUE option removes the song from the playlist once it has been played, and the INSERT option does not.

### 4.4.2 Creating playlists

Rockbox can create playlists in four different ways.

### By selecting (“playing”) a song from the File Browser

Whenever a song is selected from the FILE BROWSER with **Play**, Rockbox will automatically create a playlist containing all of the songs in that directory and start playback with the selected song.


**Note:** If you already have created a dynamic playlist, playing a new song will *erase* the current dynamic playlist and create a new one. If you want to add a song to the current playlist rather than erasing the current playlist, see the section below on how to add music to a playlist. 

### By using Insert and Queue functions

If playback is stopped, the INSERT and QUEUE functions can be used as described in 4.4.3 to create a new playlist instead of adding to an existing one. This will *erase* any dynamic playlist.

### By using the Playlist catalog

The PLAYLIST CATALOG makes it possible to modify and create playlists that are not currently playing. To do this select PLAYLIST CATALOG in the CONTEXT MENU. There you will have two choices, ADD TO PLAYLIST adds the selected track or directory to an existing playlist and ADD TO A NEW PLAYLIST creates a new playlist containing the selected track or directory.

**Note:** All playlists in the PLAYLIST CATALOG are stored by default in the /Playlists directory in the root of your player’s disk and playlists stored in other locations are not included in the catalog. It is however possible to move existing playlists there (see section 4.1.2 (page 18)). 

### By using the Main Menu

To create a playlist containing all music on your player, you can use the CREATE PLAYLIST command in the PLAYLIST OPTIONS menu found in the MAIN MENU. The created playlist will be named `root.m3u` and saved in the root of your player’s disk.

## 4.4.3 Adding music to playlists

### Adding music to a dynamic playlist



Figure 4.5: The Playlist Submenu

The **PLAYLIST SUBMENU** is a submenu in the **CONTEXT MENU** (see section 4.1.2 (page 18)), it allows you to put tracks into a “dynamic playlist”. If there is no music currently playing, Rockbox will create a new dynamic playlist and put the selected track(s) into it. If there is music currently playing, Rockbox will put the selected track(s) into the current playlist. The place in which the newly selected tracks are added to the playlist is determined by the following options:

**Insert.** Add track(s) immediately after any tracks added via the most recent **INSERT** operation. If no tracks have yet been added via an **INSERT**, new tracks will be added immediately after the current playing track. If playback is stopped a new dynamic playlist will get created with the selected tracks.

**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.

**Insert Shuffled.** Add track(s) to the playlist in a random order.

**Queue.** Queue is the same as **Insert** except queued tracks are deleted immediately from the playlist after they have been played. Also, queued tracks are not saved to the playlist file (see section 5.8 (page 32)).


**Queue Next.** Queue track(s) immediately after current playing track.

**Queue Last.** Queue track(s) at end of playlist.

**Queue Shuffled.** Queue track(s) in a random order.

**Play Next.** Replaces all but the current playing track with track(s). Current playing track is queued.

The **PLAYLIST SUBMENU** can be used to add either single tracks or entire directories to a playlist. If the **PLAYLIST SUBMENU** is invoked on a single track, it will put only that track into the playlist. On the other hand, if the **PLAYLIST SUBMENU** is invoked on a directory, Rockbox adds all of the tracks in that directory to the playlist.

**Note:** You can control whether or not Rockbox includes the contents of subdirectories when adding an entire directory to a playlist. Set the **SETTINGS** → **GENERAL SETTINGS** → **PLAYLIST** → **RECURSIVELY INSERT DIRECTORIES** setting to **YES** if you would like Rockbox to include tracks in subdirectories as well as tracks in the currently-selected directory. 

Dynamic playlists are saved so resume will restore them exactly as they were before shutdown.

**Note:** To view, save or reshuffle the current dynamic playlist use the **PLAYLIST** sub menu in the **WPS** context menu or in the **MAIN MENU**. 

#### 4.4.4 Modifying playlists

##### Reshuffling

Reshuffling the current playlist is easily done from the PLAYLIST sub menu in the WPS, just select RESHUFFLE.

##### Moving and removing tracks

To move or remove a track from the current playlist enter the PLAYLIST VIEWER by selecting VIEW CURRENT PLAYLIST in the PLAYLIST submenu in the WPS context menu or the MAIN MENU. Once in the PLAYLIST VIEWER open the context menu on the track you want to move or remove. If you want to move the track, select MOVE in the context menu and then move the blinking cursor to the place where you want the track to be moved and confirm with **Play**. To remove a track, simply select REMOVE in the context menu.

#### 4.4.5 Saving playlists

To save the current playlist either enter the PLAYLIST submenu in the WPS CONTEXT MENU (see section 4.3.2 (page 23)) and select SAVE CURRENT PLAYLIST or enter the PLAYLIST OPTIONS menu in the MAIN MENU and select SAVE CURRENT PLAYLIST. Either method will bring you to the VIRTUAL KEYBOARD (see section 4.1.3 (page 19)), enter a filename for your playlist and accept it and you are done.

#### 4.4.6 Loading saved playlists

##### Through the File Browser

Playlist files, like regular music tracks, can be selected through the FILE BROWSER. When loading a playlist from disk it will replace the current dynamic playlist.

##### Through the Playlist catalog

The PLAYLIST CATALOG offers a shortcut to all playlists in your player's specified playlist directory. It can be used like the FILE BROWSER.

#### 4.4.7 Helpful Hints

##### Including subdirectories in playlists

You can control whether or not Rockbox includes the contents of subdirectories when adding an entire directory to a playlists. Set the MAIN MENU → SETTINGS → PLAYLIST → RECURSIVELY INSERT DIRECTORIES setting to YES if you would like to include tracks in subdirectories as well as tracks in the currently selected directory.

## 5 The Main Menu

### 5.1 Introducing the Main Menu

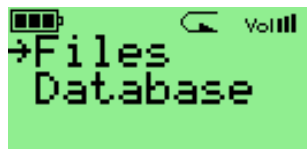


Figure 5.1: The main menu

The MAIN MENU is the screen from which all of the Rockbox functions can be accessed. This is the first screen you will see when starting Rockbox. To return to the MAIN MENU, press the **Menu** button.

All settings are stored on the unit. However, Rockbox does not spin up the disk solely for the purpose of saving settings. Instead, Rockbox will save settings 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 player is shut down safely (see section 3.1.2 (page 15)).

### 5.2 Navigating the Main Menu

Key	Action
<b>Plus</b>	Selects the next option in the menu. Inside a setting, increases the value or chooses next option
<b>Minus</b>	Selects the previous option in the menu. Inside a setting, decreases the value or chooses previous option
<b>Play</b>	Selects option
<b>Stop</b>	Exits menu, setting or moves to parent menu

## 5.3 Recent Bookmarks



Figure 5.2: The list bookmarks screen

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.

Key	Action
<b>Plus</b>	Selects the next bookmark.
<b>Minus</b>	Selects the previous bookmark.
<b>Play</b>	Resumes from the selected bookmark.
<b>Stop</b>	Exits Recent Bookmark menu
<b>On + Play</b>	Deletes the currently selected bookmark
<b>Long Play</b>	Enters the context menu for the selected bookmark.

There are two options in the context menu:

`RESUME` will commence playback of the currently selected bookmark entry.

`DELETE` will remove the currently selected bookmark entry from the list.

This entry is not shown in the `MAIN MENU` when the option is off (the default setting). See section 8.6 (page 44) for more details on configuring bookmarking in Rockbox.

## 5.4 Files

Browse the files on your player (see section 4.1 (page 17)).

## 5.5 Database

Browse by the meta-data in your audio files (see section 4.2 (page 20)).

## 5.6 Now Playing/Resume Playback

Go to the `WHILE PLAYING SCREEN` and resume if music playback is stopped or paused and there is something to resume (see section 4.3 (page 22)).

## 5.7 Settings

The `SETTINGS` menu allows to set or adjust many parameters that affect the way your player works. There are many submenus for different parameter areas. Every time you are setting a value of a parameter, and that value is selected from a list of some predefined available values, you can press Long **Play**, and the selection cursor will jump to the default value for the parameter. You can then confirm or cancel the value. This is useful if you have changed the value of the parameter from the default to some other value and would like to restore the default value.

### 5.7.1 Sound Settings

The `SOUND SETTINGS` menu offers a selection of sound properties you may change to customise your listening experience. The details of this menu are covered in section 6 (page 34).

### 5.7.2 Playback Settings

The `PLAYBACK SETTINGS` menu allows you to configure settings related to audio playback. The details of this menu are covered in section 7 (page 36).

### 5.7.3 General Settings

The `GENERAL SETTINGS` menu allows you to customise the way Rockbox looks and the way it plays music. The details of this menu are covered in section 8 (page 39).

### 5.7.4 Manage Settings

The `MANAGE SETTINGS` option allows the saving and re-loading of user configuration settings, browsing the hard drive for alternate firmwares, and finally resetting your player back to initial configuration. This menu also allows the user to load different versions of the Rockbox firmware. The details of this menu are covered in section 11.3 (page 66).

### 5.7.5 Theme Settings

The `THEME SETTINGS` menu contains options that control the visual appearance of Rockbox. The details of this menu are covered in section 9 (page 47).

## 5.8 Playlist

This menu allows you to work with playlists. Playlists can be created in three ways. Playing a file in a directory causes all the files in it to be placed in a playlist. Playlists can be created manually by either using the CONTEXT MENU (see section 4.1.2 (page 18)) or using the PLAYLIST menu. Both automatically 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 sub-directories. The playlist will be created one directory 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 the current directory.

**Playlist Catalog:** The PLAYLIST CATALOG provides a simple interface to maintain several playlists (see section 4.4 (page 25)).

## 5.9 Plugins

With this option you can load and run various plugins that have been written for Rockbox. There are a wide variety of these supplied with Rockbox, including several games, some impressive demos and a number of utilities. A detailed description of the different plugins is to be found in section 10 (page 48).

## 5.10 System

Use the MINUS and PLUS keys to step through several pages of information.

**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). The battery status. Hard disk size and the amount of free space on the disk.

**Credits:** Display the list of contributors.

**Sleep Timer:** The SLEEP TIMER powers off your player after playing for a given time. It can be set from OFF to 5 hours in 5 minute steps. The SLEEP TIMER is reset on boot.

**Debug (Keep Out!):** This sub menu is intended to be used *only* by Rockbox developers. It shows hardware, disk, battery status and other technical information.

**Warning:** It is not recommended that users access this menu unless instructed





to do so in the course of fixing a problem with Rockbox. If you think you have messed up your settings by use of this menu please try to reset *all* settings before asking for help.

## 5.11 Shutdown

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 player. (There is a very small risk of hard disk corruption otherwise.) See section [3.1.2](#) (page [15](#)) for more details.

## 6 Sound Settings



Figure 6.1: The sound settings screen

The sound settings menu offers a selection of sound settings you may change to customise your listening experience.

### 6.1 Volume

This setting adjusts the volume of your music. Like most professional audio gear and many consumer audio products, Rockbox uses a decibel scale where 0 dB is a reference that indicates the maximum volume that the player can produce without possible distortion (clipping). All values lower than this reference will be negative and yield a progressively softer volume. Values higher than 0 dB are available and can be used to raise the volume more than would otherwise be possible. These volume levels will ordinarily lead to distorted sound, but might work nicely for music that has an otherwise low volume level. The volume can be adjusted from a minimum of -78 dB to a maximum of +18 dB.

### 6.2 Bass

This setting emphasises or suppresses the lower (bass) frequencies in the sound. A value of 0 dB means that bass sounds are unaltered (flat response). The minimum setting is -15 dB and the maximum is 15 dB.

### 6.3 Treble

This setting emphasises or suppresses the higher (treble) frequencies in the sound. A value of 0 dB means that treble sounds are unaltered (flat response). The minimum setting is -15 dB and the maximum is 15 dB.

## 6.4 Balance

This setting controls the balance between the left and right channels. 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.

## 6.5 Channels

A stereo audio signal consists of two channels, left and right. The CHANNELS setting determines if these channels are to be combined in any way, and if so, in what manner they will be combined. Available options are:

Setting	Description
Stereo	Leave the audio signal unmodified.
Mono	Combine both channels and send the resulting signal to both stereo channels, resulting in a monophonic output.
Custom	Allows you to manually specify a stereo width with the STEREO WIDTH setting described later in this chapter.
Mono Left	Plays the left channel in both stereo channels.
Mono Right	Plays the right channel in both stereo channels.
Karaoke	Removes all sound that is common to both channels. Since most music is recorded with vocals being equally present in both channels to make the singer sound centrally placed, this often (but not always) has the effect of removing the voice track from a song. This setting also very often has other undesirable effects on the sound.

## 6.6 Stereo Width

Stereo width allows you to manually specify the effect that is applied when the CHANNELS setting is set to “custom”. All values below 100% will progressively mix the contents of one channel into the other. This has the effect of gradually centering the stereo image, until you have monophonic sound at 0%. Values above 100% will progressively remove components in one channel that is also present in the other. This has the effect of widening the stereo field. A value of 100% will leave the stereo field unaltered.

## 7 Playback Settings

The `PLAYBACK SETTINGS` menu allows you to configure settings related to audio playback.

### 7.1 Shuffle

Turning shuffle on will cause Rockbox to randomly re-order the playlist. Thus, to shuffle all of the audio files on the player, you first need to create a playlist containing all of them. For more information on creating playlists refer to section 4.4 (page 25).

Options: YES/NO.

### 7.2 Repeat

Configures settings related to repeating of directories or playlists.

Options: OFF / ALL / ONE / SHUFFLE / A-B:

**Off** The current playlist will not repeat when it is finished.

**Note:** If you have the `AUTO-CHANGE DIRECTORY` option set to YES, Rockbox will move on to the next directory on your hard drive. If the `AUTO-CHANGE DIRECTORY` option is set to NO, playback will stop when the current directory or playlist is finished.



**All** The current playlist will repeat when it is finished.

**One** Repeat one track over and over.

**Shuffle** When the current playlist has finished playing, it will be shuffled and then repeated.

**A-B** Repeats between two user defined points within a track, typically used by musicians when attempting to learn a piece of music. This option is more complicated to use than the others as the player must first be placed into A-B repeat mode and then the start and end points defined.

To set the Start Point (A) press **On**. The following press of **On** will set the End Point (B), and a third successive **On** will reset the markers.

## 7.3 Play Selected First

This setting controls what happens when you select a file for playback while shuffle mode is on. If the `PLAY SELECTED FIRST` 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.

## 7.4 Fast-Forward/Rewind

These settings control the speed and acceleration during fast forward and rewind. The setting `FF/RW MIN STEP` controls the initial speed and `FF/RW ACCEL` controls the acceleration.

## 7.5 Anti-Skip Buffer

This setting controls how early Rockbox starts refilling the music buffer from the hard drive when playing. A longer Anti-Skip Buffer helps prevent skips in music playback if Rockbox has trouble reading from the disk. This can happen if the player is knocked, shaken or jogged heavily while Rockbox is trying to read the hard drive.

The anti-skip buffer can be set to a value between 0 and 7 seconds.

**Note:** Having a large anti-skip buffer tends to use more power, and may reduce your battery life. It is recommended to always use the lowest possible setting that allows correct and continuous playback.



## 7.6 Fade on Stop/Pause


Enables and disables a fade effect when you pause or stop playing a song. If the `Fade on Stop/Pause` option is set to `YES`, your music will fade out when you stop or pause playback, and fade in when you resume playback.


## 7.7 Party Mode

Enables unstoppable music playback. When new songs are selected, they are queued at the end of the current dynamic playlist instead of being played immediately. Pausing and stopping playback is disabled as well as skipping songs and launching plugins.

## 7.8 Auto-Change Directory



Control what Rockbox does when it reaches the end of a directory. If `AUTO-CHANGE DIRECTORY` is set to `YES`, Rockbox will continue to the next directory. If `AUTO-CHANGE DIRECTORY` is set to `NO`, playback will stop at the end of the current playlist. Using the `RANDOM` feature requires you to first generate a folder list via the `Random Folder Advance Configuration` plugin (see section 10.4.9 (page 61)).

**Note:** You must have the REPEAT option set to NO for AUTO-CHANGE DIRECTORY to function properly. 

**Note:** This feature only works when songs have been played from the file browser. Using it with the database may cause unexpected behavior. 

## 7.9 Last.fm Log

Enables logging of your played tracks for submittal to <http://www.last.fm>. This service was formerly known as *Audioscrobbler*. When you enable this option, you'll have to reboot to start the logging. The log-file is called `.scrobbler-timeless.log`, and is to be found in the root directory of your player.


**Note:** See  [LastFMLog](#) for a further description, and for tools you can use to submit your Last.fm log. 

## 7.10 Cuesheet Support

Enables reading of cuesheet files for played tracks. If a cuesheet is found for a track, track markers are displayed on the progressbar and it is possible to skip between the tracks within the cuesheet. Also the information found in the cuesheet file will replace the information from the ID3 tags. When you enable this option, you'll have to reboot for it to come into effect.

## 7.11 Skip Length

Designed to speed up navigation and prevent unintentional track skipping when listening to long audio tracks, SKIP LENGTH changes the behavior of the **Minus** and **Plus** buttons so that they skip by a given number of minutes instead of skipping to a new track.

**Note:** To skip tracks with this setting set to a time interval, press Short **Minus** + Long **Plus** to go forward and Short **Plus** + Long **Minus** to go back. 

## 8 General Settings

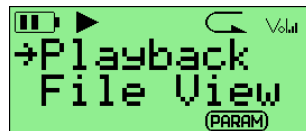


Figure 8.1: The general settings screen

### 8.1 Playlist

The PLAYLIST sub menu allows you to configure settings related to playlists.

**Recursively Insert Directories.** If set to ON, then when a directory is inserted or queued into a dynamic playlist, all subdirectories will also be inserted. If set to ASK, Rockbox will prompt the user about whether to include sub-directories.

**Warn When Erasing Dynamic Playlist.** If set to YES, Rockbox will provide a warning if the user attempts to take an action that will cause Rockbox to erase the current dynamic playlist.

### 8.2 File View

The File View menu deals with options relating to how the File Browser displays files.

**Sort Case Sensitive:** If this option is set to YES, all files that start with upper case letters will be listed first, followed by all files that begin with lower case letters. If this option is set to NO, then case will be ignored when sorting files.

**Sort Directories:** This option controls how Rockbox sorts directories. The default is to sort them alphabetically. BY DATE sorts them with the oldest directory first. BY NEWEST DATE sorts them with the newest directory first.

**Sort Files:** This option controls how Rockbox sorts files. All of the options for SORT DIRECTORIES are available in this option. In addition, there is a BY TYPE option which sorts files alphabetically by their type (such as .mp3) then alphabetically within each type.

**Show Files:** This option controls which files are displayed in the File Browser.

- All:** The FILE BROWSER displays all files and directories. Extensions are shown. No files or directories are hidden.
- Supported:** The FILE BROWSER displays all directories and files supported by Rockbox (see section [A.1](#) (page 73)). Files and directories starting with `.` (*dot*) or with the *hidden* flag set are hidden.
- Music:** The FILE BROWSER displays only directories, playlists and the supported *audio* file formats. Extensions are stripped. Files and directories starting with `.` or with the “hidden” flag set are hidden.
- Playlists:** The FILE BROWSER displays only directories and playlists, for simplified navigation.
- Show Filename Extensions:** This option controls how file extensions are shown in the File Browser.
- Off:** The file extensions are never shown.
- On:** The file extensions are always shown.
- Only unknown types:** Only the extensions of unknown filetypes are shown.
- Only when viewing all types:** Only show file extensions when SHOW FILES is set to ALL.
- Follow Playlist:** This option determines what directory the FILE BROWSER displays first. If FOLLOW PLAYLIST is set to YES, when you enter the FILE BROWSER from the WPS, you will find yourself in the same directory as the currently playing file. If FOLLOW PLAYLIST is set to NO, when you enter the FILE BROWSER from the WPS, you will find yourself in the directory you were in when you last left the FILE BROWSER.
- Show Path:** If this setting is set to FULL PATH the full path to the current directory will be displayed on the first line in the FILE BROWSER. If set to CURRENT DIRECTORY ONLY only the name of the current directory will be displayed.
- This has a similar effect on the Database browser. If set to CURRENT DIRECTORY ONLY or FULL PATH, then the title of each menu will be displayed on the first line in the DATABASE BROWSER.

## 8.3 Database

This sub menu allows you to configure the database. See section [4.2](#) (page 20) for more information about using the database.

## 8.4 Display

**LCD Settings:** This sub menu contains settings that relate to the display of the player.



**Backlight:** The amount of time the backlight shines after a key press. If set to OFF, the backlight will not light when a button is pressed. If set to ON, the backlight will never shut off. If set to a time (1 to 90 seconds), the backlight will stay lit for that amount of time after a button press.

**Backlight (While Plugged In):** This setting is equivalent to the BACKLIGHT setting except it applies when the player is plugged into the charger.

**Backlight on Hold:** This setting controls the behavior of the backlight when the Hold switch is toggled. If set to NORMAL the backlight will behave as usual. If set to OFF the backlight will be turned off immediately when the Hold switch is engaged and if set to ON the backlight will be turned on and stay on while the Hold switch is engaged.

**Caption Backlight:** This option turns on the backlight a number of seconds before the start of a new track, and keeps it on for the same number of seconds after the beginning so that the display can be read to see song information. The amount of time is determined by the value of the backlight timeout setting, but is no less than 5 seconds.

**First Keypress Enables Backlight Only:** With this option enabled the first keypress while the backlight is turned off will only turn the backlight on without having any other effect. When disabled the first keypress will *also* perform its appropriate action.

**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!



**Scrolling** This feature controls how text will scroll in Rockbox. You can configure the following parameters:

**Scroll Speed:** Sets how many times per second the automatic horizontal scrolling text will move a step.

**Scroll Start Delay:** Controls how many milliseconds Rockbox should wait before a new text begins automatically scrolling.

**Bidirectional Scroll Limit:** Rockbox has two different automatic horizontal scrolling methods: 1) always scrolling the text to the left until the line has ended and then beginning again at the start, and 2) moving to the left until you can read the end of the line and then scrolling right until you see the beginning again. Rockbox chooses which method it should use depending of how much it has to scroll to the left. This setting lets you tell Rockbox where that limit is, expressed in percentage of the line length.

**Jump Scroll:** This setting makes text scroll a page at a time instead of a character at a time. If set to ONE TIME, 2, 3 or 4 it will scroll a line in paged mode that many times and then scroll it a character at a time. If set to ALWAYS lines will always scroll in paged mode.

**Jump Scroll Delay:** Controls how long the delay is before a page is scrolled.

**Paged Scrolling:** When set to YES scrolling vertically on pages that surpass the screen size will page up/down instead of simply changing lines. This can be useful on slow displays.

**Default Codepage:** A codepage describes the way extended characters that are not available within the ASCII character set are encoded. ID3v1 tags do not have a codepage encoding contained so Rockbox needs to know what encoding has been used when generating these tags. This should be “ISO-8859-1” but to support languages outside Western Europe most applications use the setting of your operating system instead. If your operating system uses a different codepage and you are getting garbled extended characters you should adjust this settings. In most cases sticking to “ISO-8859-1” would be sufficient.

## 8.5 System

### 8.5.1 Start Screen

Set the screen that Rockbox will start in. Selecting RESUME PLAYBACK will resume playback where it was when the player was shut off if there is a playlist to resume and will then end up in the WPS. Selecting PREVIOUS SCREEN will make Rockbox start in the screen it was when the player was shut off.

### 8.5.2 Battery

Options relating to the batteries in the player.

**Battery Capacity:** This setting can be used to tell Rockbox what capacity (in mAh) the battery being used has. The default is 1500mAh, which is the capacity value for the standard batteries shipped with the player. Rockbox uses this value to estimate remaining battery life for the info screen and WPS. Changing this setting has no effect whatsoever on actual battery life. This setting only affects the accuracy of the battery life estimation as shown on screen.

### 8.5.3 Disk

Options relating to the hard disk.

**Disk Spindown:** Rockbox has a timer that makes it spin down the hard disk after it is idle for a certain amount of time. This setting controls the amount of time between the last user activity and the time that the disk spins down. This idle time is only affected by user activity, like navigating through the FILE BROWSER. When the hard disk spins up to fill the audio buffer, it automatically spins down afterwards.

### 8.5.4 Idle Poweroff

Rockbox can be configured to turn off power after the unit has been idle for a defined number of minutes. The player is idle when playback is stopped or paused. It is not idle while the USB or charger is connected. Settings are either OFF or 1 to 10 minutes in 1 minute steps. Then 15,30,45 and 60 minutes are available.

### 8.5.5 Limits

This sub menu relates to limits in the Rockbox operating system.

**Max Entries in File Browser:** This setting controls the limit on the number of files that you can put in any particular directory in the file browser. You can configure the size to be between 50 and 10,000 files in steps of 50. The default is 400. Higher values will shorten the music buffer, so you should increase this setting *only* if you have directories with a large number of files.

**Max Playlist Size:** This setting controls the maximum size of a playlist. The playlist size can be between 1,000 and 32,000 files, in steps of 1,000 (default is 10,000). Higher values will shorten the music buffer, so you should increase this setting *only* if you have very large playlists.

### 8.5.6 Line In

This option activates the line in port on player, which is off by default. This is useful for such applications as:

- Game boy → player → human
- laptop → player → human
- LAN party computer → player → human

### 8.5.7 Car Adapter Mode

This option turns ON and OFF the car ignition auto stop function.

**Car Adapter Mode:** When using the player in a car, CAR ADAPTER MODE automatically stops playback on the player when power (i.e. from cigarette lighter power adapter) to the external DC in jack is turned off. If the CAR ADAPTER MODE is set to ON, Rockbox will pause playback when the external power off condition is detected. Rockbox will then shutdown the player after the length of time set in the IDLE POWEROFF setting (see above). If power to the DC in jack is turned back on before the *Idle Poweroff* function has shut the player 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 player is shut off either manually, or automatically with the IDLE POWEROFF function, it must be powered up manually to resume playback.

## 8.6 Bookmarking


Bookmarks allow you to save your current position within a track so that you can return to it at a later time. Bookmarks are saved on a per directory basis (for dynamic playlists) or for individual (saved) playlists. They are stored next to the directory/playlist they reference. You can store multiple bookmarks for the same track.

**Bookmark on Stop.** This option controls whether Rockbox writes a bookmark to the disk when playback is stopped. Setting this to NO turns automatic bookmarking completely off. In contrast YES turns automatic bookmarking on while ASK asks on stopping the track if a bookmark should be created. With the above options YES and ASK if there is an existing `.bmark` file the current position information will be added to the front of the existing list, up to the maximum number of allowed bookmarks per file (currently 10). If no `.bmark` file exists, one will be created with the new bookmark information. Finally, if the MAINTAIN A LIST OF RECENTLY USED BOOKMARKS option is enabled, the bookmarking information will be added to recent bookmarks list.

**Yes – Recent Only.** Turns on automatic bookmarking – One bookmark only

**Ask – Recent Only.** Asks if a bookmark should be created when stopping track – One bookmark only

With the two RECENT ONLY options, nothing is written to the `.bmark` file. If the MAINTAIN A LIST OF RECENTLY USED BOOKMARKS option is enabled, the bookmarking information will however be added to recent bookmarks list.

**Note:** The RESUME function remembers your position in the most recently accessed track regardless of how the BOOKMARK ON STOP option is set. 

**Load Last Bookmark.** When the LOAD LAST BOOKMARK option is set to YES, Rockbox automatically returns to the position of the last bookmark within a file when that file is played.

When the LOAD LAST BOOKMARK option is set to ASK, Rockbox will give the user the option of starting from the beginning of the track or from the bookmark.

When the LOAD LAST BOOKMARK option is set to NO, playback always starts from the beginning of the track, and the user must play the bookmark or use the LOAD BOOKMARK function in the Main Menu, while the file is playing, to resume at the bookmarked location.

**Maintain a list of Recently Used Bookmarks.** This list of Most Recent Bookmarks (MRB's) may be accessed through the RECENT BOOKMARKS option of the BOOKMARKS sub menu of the Main Menu. When set to YES each new bookmark will be added to the MRB list. Setting this to NO disables the addition of bookmarks to the MRB list. UNIQUE ONLY behaves like the YES setting but in addition all older entries for the current (dynamic) playlist will be removed from the MRB whenever a new entry is added.

**Bookmark list keys.** The following keys can be used to navigate in any bookmark list.

Key	Action
<b>Plus</b>	Selects the next bookmark.
<b>Minus</b>	Selects the previous bookmark.
<b>Play</b>	Resumes from the selected bookmark.
<b>Stop</b>	Exits Recent Bookmark menu
<b>On + Play</b>	Deletes the currently selected bookmark
<b>Long Play</b>	Enters the context menu for the selected bookmark.

There are two options in the context menu:

RESUME will commence playback of the currently selected bookmark entry.

DELETE will remove the currently selected bookmark entry from the list.

## 8.7 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/langs/` directory. See section 11.1.1 (page 63) for further details about languages.

## 8.8 Voice

**Voice Menus.** This option controls the voicing of menus/settings as they are selected by the cursor. In order for this to work, a voice file must be present in the `/.rockbox/langs/` directory on the player. Voice files are large 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, but will do nothing unless the appropriate voice file is installed in the correct place on the player. The Voice Menus have several limitations:

- Setting the Sound Option CHANNELS to KARAOKE may disable voice menus.
- Plugins do not support voice features.

**Voice Directories.** This option controls voicing of directory names. A voice file must be present for this to work. Several options are available.

**Spell.** Speak the directory name by spelling it out letter by letter. Support is provided only for the most common letters, numbers 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.

You can use pre-generated .talk clips to have directory names spoken properly, but you must enable this explicitly (see below).

**Use Directory .talk Clips.** This option turns on the use of .talk clips for directories.

**On.** 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.

**Off.** No checking is made for directory .talk clips; they are not used even if present. This can reduce disk activity.

Use of a .talk clip takes precedence over other directory name voicing. Otherwise (e.g. if a .talk clip is not available), voicing uses the method set under VOICE DIRECTORIES above.

**Voice Filenames.** This option controls voicing of filenames. Again, a voice file must be present for this to work. The options provided are SPELL, NUMBERS, and OFF which function the same as for VOICE DIRECTORIES. You can use pre-generated .talk clips to have filenames spoken properly, but you must enable this explicitly (see below).

**Use File .talk Clips.** This option turns on the use of .talk clips for files.

**On.** Use special pre-recorded MP3 files for each file. This functions the same as for directories except that the .talk clip file must have the same name as the described file with an extra .talk extension (e.g. `Punkadiddle.mp3` would require a file called `Punkadiddle.mp3.talk`).

**Off.** No checking is made for file .talk clips; they are not used even if present. This can reduce disk activity.

Use of a .talk clip takes precedence over other filename voicing. Otherwise (e.g. if a .talk clip is not available), voicing uses the method set under VOICE FILENAMES above.

**Say File Type.** This option turns on voicing of file types when VOICE FILENAMES is set to SPELL or NUMBERS. When VOICE DIRECTORIES is set to SPELL, “Directory” will be voiced after each spelled out directory.

**Announce Battery Level.** When this option is enabled the battery level is announced when it falls under 50%, 30% and 15%.

See [☞VoiceHowto](#) for more details on configuring speech support in Rockbox.

## 9 Theme Settings

The `THEME SETTINGS` menu offers options that you can change to customize the visual appearance of Rockbox.

**Browse Themes.** This option will display all the currently installed themes on the player, press **Play** to load the chosen theme and apply it.

A theme is a configuration file, stored in a specific directory, that typically changes the WPS, font used and on some platforms additional information such as background image and text colours.

There are a number of themes that ship with Rockbox. If none of these suit your needs, many more can be downloaded from [.rockbox.com](#). Some of the downloads from this website will actually be standalone WPS files, others will be full-blown themes.

**Note:** Themes do not have to be purely visual. It is quite possible to create a theme that switches between audio configurations for use in the car, with headphones and when connected to an external amplifier. See section [11.2.2](#) (page [63](#)) for more details.



**Browse WPS files.** Opens the `FILE BROWSER` in the `/.rockbox/wps` 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 section [4.3](#) (page [22](#)). For information about editing a `.wps` file see section [11.2](#) (page [63](#)).

**Show Icons.** Rockbox has the ability to display an icon to the left of the file in the `FILE BROWSER`. For details of these icons, see section [A.1](#) (page [73](#)).

## 10 Plugins

Plugins are programs that Rockbox can load and run. Only one plugin can be loaded at a time. Plugins have exclusive control over the user interface. This means you cannot switch back and forth between a plugin and Rockbox. When a plugin is loaded, you need to exit it to return to the Rockbox interface. Most plugins will not interfere with music playback but some of them will stop playback while running. Plugins have the file extension `.rock`. Most of them can be started from `BROWSE PLUGINS` in the `MAIN MENU`.

Viewer plugins get started automatically by opening an associated file (i.e. text files), or from the `OPEN WITH` option on the `CONTEXT MENU`.

### 10.1 Games

#### 10.1.1 Dice

Dice is a simple dice rolling simulator. Select number and type of dice to roll in a menu and start by choosing “Roll Dice”. The result is shown as individual numbers as well as the total of the rolled dice.

Key	Action
Play	Roll dice again
Stop	Quit

#### 10.1.2 Flipit

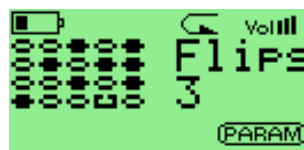


Figure 10.1: Flipit

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.



Key	Action
<b>On / Menu / Minus / Plus</b>	Move the cursor
<b>Play</b>	Flip
<b>On+Minus</b>	Shuffle
<b>On+Plus</b>	Solve
<b>On+Play</b>	Solve step by step
<b>Stop</b>	Quit the game

### 10.1.3 Jackpot

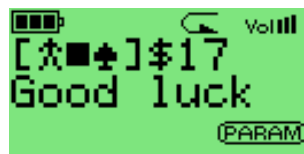


Figure 10.2: Jackpot

This is a jackpot slot machine game. At the beginning of the game you have 20\$. Payouts are given when three matching symbols come up.

Key	Action
<b>Play</b>	Play
<b>Stop</b>	Exit the game

### 10.1.4 Nim

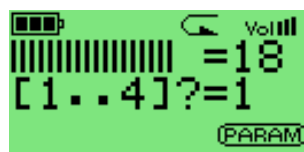


Figure 10.3: Nim

Rules of Nim: There are 21 matches. Two players (you and the player) alternately pick a certain number of matches and the one who takes the last match loses. You can take up to twice as many matches as the player selected, and vice versa.

Key	Action
<b>Minus</b>	Decrease the number of matches
<b>Plus</b>	Increase the number of matches
<b>Play</b>	Remove the number of matches you have selected
<b>Stop</b>	Exit the game

### 10.1.5 Rockblox

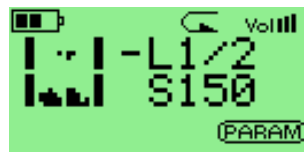


Figure 10.4: Rockblox

Rockblox is a Rockbox version of the classic falling blocks game from Russia. The aim of the game is to make the falling blocks of different shapes form full rows. Whenever a row is completed, it will be cleared away, and you gain points. For every ten lines completed, the game level increases, making the blocks fall faster. If the pile of blocks reaches the ceiling, the game is over.

Key	Action
<b>Minus</b>	Move left
<b>Plus</b>	Move right
<b>Menu</b>	Move down
<b>On+Play</b>	Rotate left
<b>Play</b>	Rotate right
<b>On</b>	Drop
<b>Stop</b>	Quit

## 10.2 Demos

### 10.2.1 Credits

The credits plugin scrolls the entire list of the names of all the Rockbox contributors after displaying the Rockbox logo and version. This plugin is called when selecting VERSION from the SYSTEM section of the Rockbox main menu. Exit at any time by pressing **Stop**.

### 10.2.2 Cube



Figure 10.5: Cube

This is a rotating cube screen saver in 3D.

Key	Action
<b>On</b>	Display at maximum frame rate
<b>Play</b>	Pause
<b>Menu</b>	Cycle draw mode
<b>On+Plus / On+Minus</b>	Select axis to adjust
<b>Plus / Minus</b>	Change speed/angle (speed can not be changed while paused)
<b>Stop</b>	Quit

### 10.2.3 Logo

Demo showing the Rockbox logo bouncing around the screen.

Key	Action
<b>Plus / Minus</b>	Increase / decrease speed on the x-axis
<b>On+Plus / On+Minus</b>	Increase / decrease speed on the y-axis
<b>Stop</b>	Quit

### 10.2.4 Mosaique



Figure 10.6: Mosaique

This simple graphics demo draws a mosaic picture on the screen of the player. Press **Stop** to quit.

### 10.2.5 Snow



Figure 10.7: 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. Press **Stop** to quit.

## 10.3 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/rocks/viewers/` directory.

### 10.3.1 Shortcuts

The Shortcuts Plugin allows you to jump to places within the file browser without having to navigate there manually. The plugin works with `.link` files. A `.link` file is just a text file with every line containing the name of the file or the directory you want to quickly jump to. All names should be full absolute names, i.e. they should start with a `/`. Directory names should also end with a `/`.

#### How to create `.link` files

You can use your favourite text editor to create a `.link` file on the PC and then copy the file to the player. Or you can use the context menu on either a file or a directory in

the file browser tree, and use the “Add to shortcuts” menu option. This will append a line with the full name of the file or the directory to the `shortcuts.link` file in the root directory of the player. (The file will be created if it does not exist yet.) You can later rename the automatically created `shortcuts.link` file or move it to another directory if you wish. Subsequent calls of the context menu will create it again.

### How to use .link files, i.e. jump to desired places

To use a `.link` file just “play” it from the file browser. This will show you a list with the entries in the file. Selecting one of them will then exit the plugin and leave you within the directory selected, or with the file selected in the file browser. You can then play the file or do with it whatever you want. The file will not be “played” automatically.

If the `.link` file contains only one entry no list will be shown, you will directly jump to that location. The file `shortcuts.link` in the root directory is an exception. After “playing” it, the list will be shown even if the file contains just one entry.

If the list you are seeing is from `shortcuts.link` in the root directory, you can delete the selected entry by pressing **Menu**. Deleting entries from other `.link` files is not possible.

### Advanced Usage

Placing the line “#Display last path segments=*n*” (where *n* is a number) in the beginning of a `.link` file will leave just the last *n* segments of the entries when they are shown. For example, if *n* is chosen to be 1, then the entry `/MyMusic/collection/song.mp3` will be shown as `song.mp3`. This allows you to hide common path prefixes.

You can also provide a custom display name for each entry individually. To do so, append a tabulator character after the entry’s path followed by your custom name. That name will then be used for showing the entry. For example:

---

EXAMPLE

---

```
/MyMusic/collection/song.mp3<TAB>My favourite song!
```

---

### 10.3.2 Search

This plugin can be used on playlists. It searches through the playlist that it 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.

### 10.3.3 Sort

This plugin takes a file and sorts it in ascending alphabetical order. Case is ignored. This is useful for ordering playlists generated by the `CREATE PLAYLIST` menu option (see section 5.8 (page 32)).

### 10.3.4 Text Viewer

This is a Viewer for text files with word wrap. Just open a .txt file to display it. The text viewer features 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 *Context Menu* (see section 4.1.2 (page 18)).

Key	Action
<b>Minus</b>	Scroll-up
<b>Plus</b>	Scroll-down
<b>Menu+Minus</b>	Top of file (Narrow mode) / One screen left (Wide mode)
<b>Menu+Plus</b>	Bottom of file (Narrow mode) / One screen right (Wide mode)
<b>Play</b>	Toggle autoscroll
<b>Menu</b>	Enter menu
<b>Stop</b>	Exit text viewer

#### The Viewer's Menu

**Quit** Exits the plugin.

**Viewer Options Encoding** sets the codepage in the text viewer. Available settings: UTF-8 (Unicode), BIG5 (Traditional Chinese), KSX-1001 (Korean), GB-2312 (Simple Chinese), SJIS (Japanese), CP1250 (Central European), ISO-8859-2 (Latin Extended), ISO-8859-9 (Turkish), ISO-8859-6 (Arabic), ISO-8859-11 (Thai), CP1251 (Cyrillic), ISO-8859-8 (Hebrew), ISO-8859-7 (Greek), ISO-8859-1 (Latin 1). This setting only applies to the plugin and is independent from the DEFAULT CODEPAGE setting (see section 8.4 (page 42)).

**Word Wrap** toggles between Wrap and Chop.

**Off (Chop Words)** breaks lines at white space or hyphen.

**On** breaks lines at the maximum column limit.

**Line Mode** cycles through Normal, Join and Expand and Reflow Lines.

**Expand** adds a blank line. Useful for making the paragraphs clearer in some book style text files.

**Join** joins lines. Useful for adopting the orphans that occur with e-mail style (i.e. pre-wrapped) text files.

**Normal** breaks lines at newline characters.

**Wide View** toggles between Narrow and Wide.

**Yes** sets maximum column to 114. Useful for navigating large files. (Currently, Wide and Join cannot be selected together.)

**No (Narrow)** sets maximum column to the screen width.

**Scroll Mode** controls the function of the “Scroll-up” and “Scroll-down” buttons.

**Scroll by Line**

**Scroll by Page**

**Auto-scroll Speed** controls the speed of auto-scrolling in number of lines per scroll step, available options are 1 to 10 lines. As an example, a setting of 4 will scroll up the text four lines per second.

**Show Playback Menu** controls the playback of the currently loaded playlist and change the volume of your player without leaving the plugin.

**Return** to the text view.

**Note:** The text viewer automatically saves its settings and also stores the current position in the viewed text files (up to the last 46 files).



### Compatibility

- Currently messages are in English
- Does not currently support right-to-left languages.

### 10.3.5 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.

**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.



## 10.4 Applications

### 10.4.1 Alpine CD changer emulator

This plugin emulates an Alpine CD changer. It allows to plug the Archos to a compatible head unit and control the playback from there, too. Currently implemented is track change, shuffle, seek, but no disk change. The plugin is a TSR, meaning it silently operates in the background once started. It will keep doing so until a new plugin is started. Alpine also did M-Bus as OEM for other brands (Honda, Acura, Volvo, BMW, etc.) Nowadays Alpine uses a different protocol, called Ai-Net, not supported by this plugin. (As well as all other protocols, please do not ask for such!)

## The cable

Hookup to Archos works by connecting the headphone output including the remote pin (you need a 4-ring 3.5 mm plug for that) to the changer jack of the radio. M-Bus radios have a DIN-style circular jack with 8 pins (7 in a  $\sim 270$  degree circle, one in the center). A standard 5-pin DIN plug is OK for this, since we do not use the other (power) pins.

As OEM, they shuffled the pins around a bit, better check first if it is not genuine Alpine. The bus pin is pulled high to 12 volts with a  $\sim 2k\Omega$  resistor, pulses driven low. Because it is open collector, this is not harmful to the Archos.

ASCII art of the 4-pin headphone plug:

```

/ \
\_ / left   -> Alpine pin 5
|_| right  -> Alpine pin 4
|_| remote -> Alpine pin 1
|_| ground -> Alpine pin 2 + 3

```

The remote pin can be programmed bidirectional, that is the reason this works. Very luckily the M-Bus uses a single wire communication and the two radios I tried are happy with the 3.3 Volt level the Archos can deliver. So the connection is a simple cable! For all protocols requiring more lines, an external controller would be necessary.

**Note:** Archos FM's do not have the remote pin internally connected, but one unit that was opened was internally prepared for it, a matter of closing a bridge.



## 10.4.2 Battery Benchmark

The BATTERY BENCHMARK plugin enables you to test your battery's performance whilst using your player normally. Results can be submitted to the [BatteryRuntime](#) wiki page.

### How it works

Once loaded, BATTERY BENCHMARK runs in the background recording various information about your battery to memory. A new point is written to memory every minute. Every time the disk is accessed for any reason (such as refilling the audio buffer, opening a directory or entering USB mode etc.) then the information in memory is written to disk. Once the memory becomes full (after many hours), then the data are written to disk anyway. This is done so that the data are not biased by excessive additional disk accesses. The file is written to the root directory of your player and is called `battery_bench.txt`. The plugin will continue to log info until:

- Another plugin is loaded.
- The player is shut down.
- The battery is empty.



Benchmarks can be resumed if you accidentally load a plugin, or turn off your player, so long as the log file `battery_bench.txt` is not deleted.

### Information explained

At the top of the `battery_bench.txt` file is various information on how to use the plugin, followed by the data themselves.

**Time** This column reports the total time of operation of the player. It is not the time that you started the plug-in. If you have your player on for 5 minutes and then start the plugin, it will start measuring from 5 minutes.

**Seconds** The same as **Time**, except measured in seconds.

**Level** The percent level of the battery estimated by Rockbox, and not the actual battery level. The actual battery level can be seen from the **Voltage** column

**Time Left** This shows the time remaining until the battery is empty, again as estimated by Rockbox.

**Voltage** The battery voltage in mV at the moment the measurement was taken.

**C** This stands for Charger. An "A" in that column shows if the power adapter was attached to the unit at the time of the measurement.

**U** USB powered. Only for targets that support this. A "U" will indicate if the unit was using the USB port for power at the time of the measurement.

### Usage

The log file can be used to tell you how long the battery lasted (with some limitations, see below), but it is most useful for graphing discharge curves in order to improve Rockbox's estimation of battery level and time remaining. The battery log (`battery_bench.txt`) is in CSV format (comma separated variables) and thus can be easily imported into a spreadsheet or similar program.

### Limitations

As BATTERY BENCHMARK needs to write the data held in memory to disk in order to save them, it is possible that should Rockbox shut down due to low battery then there will not be enough power remaining to write the data to disk. Therefore all measurements since the previous save will be lost.

### 10.4.3 Chess Clock



Figure 10.8: 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

Key	Action
<b>Plus / Minus</b>	Increase / decrease displayed Value
<b>Play</b>	Move to next screen
<b>Stop</b>	Move to previous screen

- First enter the number of players (1–10)
- Then set the total game time in mm:ss
- 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.
- Done. Player 1 starts in paused mode.

#### 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:

Key	Action
<b>On</b>	Exit plugin
<b>Stop</b>	Restart round for the current player
<b>Play</b>	Pause the time (press again to continue)
<b>Plus</b>	Switch to next player
<b>Minus</b>	Switch to previous player
<b>Menu</b>	Open menu ( <b>Play</b> to select.)

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. The player will then be removed from the timer.

#### 10.4.4 Disk Tidy

Disk Tidy deletes junk files left behind by Windows, Linux or OS X after a USB connection. Select the OS’s files you want to delete in the ‘Files to Clean’ menu and select ‘Start Cleaning’ to begin to process. The settings are stored in `.rockbox/rocks/apps/disktidy.config`, in a plain text file that is user-modifiable to allow more entries to be added.

##### Available Options

**All** selects all Linux, OS X, and Windows files.

**None** deselects all file options.

**Linux** selects Linux files. Default files are `.dolphinview`, `.d3lphinview`, and `.Trash-*/`.

**Windows** selects Windows files. Default files are `Thumbs.db`, `RECYCLE.BIN`, `Desktop.ini`, `/Recycled` and `/System Volume Information`.

**Mac** selects OS X files. Default files are `.*`, `.DS_Store` and `/.Trashes`.

**Other** selects additional files added in by the user.

Key	Action
<b>Stop</b>	Exit / Abort

### 10.4.5 Euro Converter

*[Warning: Image ignored]*  
*Euro converter*

This plugin converts euros back into pre-euro currency. The country for which is 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.

### 10.4.6 Keybox

Keybox is an encrypted password storage using the “Tiny Encryption Algorithm” with a key derived using md5.

#### Using Keybox

To get started, start up the plugin and select ENTER KEYBOX. The first time you enter Keybox you will be prompted for a master password and for confirmation of the master password. The master password is the password that you must use to access your stored passwords.

Once inside, enter the context menu by pressing Long **Play**. From the context menu you can create new entries, delete entries and edit entries. Each entry has a “title”, a “user name” and a “password”.

Selecting RESET KEYBOX from the main menu will delete the current list of passwords and a new, empty list will be created the next time you select ENTER KEYBOX after prompting for a new master password. Entries are automatically saved when the plugin is exited.

### 10.4.7 Lamp

Lamp is a simple plugin to use your player as a lamp (flashlight, torch). You get an empty screen with maximum brightness.

Key	Action
Menu	Quit

### 10.4.8 md5sum

Open a file, a directory or just launch it from the plugin menu to create an md5sum of the file, the directory’s contents or the whole filesystem. If the file’s extension is .md5 or .md5sum, it will check the md5 sums in the file instead. If the file’s extension is .md5list it will compute md5 sums for all the files listed.

### 10.4.9 Random Folder Advance Configuration

This plugin is used to configure the folders which will be considered when the Auto-Change Directory feature is set to RANDOM.

#### Menu

**Generate Folder List** Generates a list of all folders found on the player. You can filter the directories which are scanned by creating a file called `/.rockbox/folder_advance_dir.txt`. Only the directories in this file and any contained directories will be scanned. You can have up to 10 directories ignored by the scan by placing a minus sign before them in the list (i.e. `-/CDs` will cause everything in the `/CDs` directory to be ignored.). If you just want `/CDs` to be ignored but want to include the folders within it you need to have both `-/CDs` and `CDs` as entries.

**Edit Folder List** Enter the folder list editor

**Export List To Textfile** Exports the list to `/.rockbox/folder_advance_list.txt`

**Import List From Textfile** Imports the list from `/.rockbox/folder_advance_list.txt`

#### Quit

#### Folder List Editor Keys

Key	Action
<b>Play</b>	Delete selected folder
<b>Long Play</b>	Bring up the context menu which allows you to remove the selected folder or it's entire folder tree
<b>Stop</b>	Exit

### 10.4.10 Stats

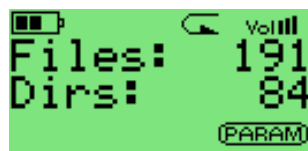


Figure 10.9: The stats-plugin

The stats-plugin simply counts the number of files and directories on your player. Press **Stop** to abort counting and exit the plugin. Press it again to quit after counting has finished.

### 10.4.11 Stopwatch

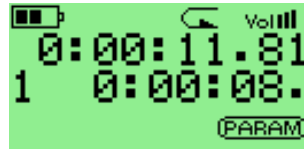


Figure 10.10: Stopwatch

A simple stopwatch program with support for saving times.


Key	Action
<b>Menu</b>	Quit Plugin
<b>Play</b>	Start / stop
<b>Stop</b>	Reset timer (only when timer is stopped)
<b>On</b>	Take lap time
<b>Minus / Plus</b>	Scroll through lap times

# 11 Advanced Topics

## 11.1 Customising the User Interface

### 11.1.1 Loading Languages

Rockbox can load language files at runtime. Simply copy the `.lng` file (*do not use the `.lang` file*) to the player and “play” it in the Rockbox directory browser or select `SETTINGS` → `GENERAL SETTINGS` → `LANGUAGE` from the `MAIN MENU`.

**Note:** If you want a language to be loaded automatically every time you start up, it must be located in the `/.rockbox/langs` directory and the filename must be a maximum of 24 characters long. 

If your language is not yet supported and you want to write your own language file find the instructions on the Rockbox website: [✎LangFiles](#)

## 11.2 Configuring the WPS

### 11.2.1 WPS – General Info

**Description:** The WPS or `WHILE PLAYING SCREEN` is the name used to describe the information displayed on the player’s screen whilst an audio track is being played. The default WPS is a relatively simple screen displaying Track name, Artist, Album etc. in the default font as a purely text based layout. There are a number of WPS files included in Rockbox, and you can load one of these at any time by selecting it in `SETTINGS` → `THEME SETTINGS` → `BROWSE .wps FILES`.

**Note:** “Playing” a `.wps` from the `FILE BROWSER` has the same effect. 


**File Location:** Custom WPS files may be located anywhere on the drive. The only restriction is that they must end in `.wps`. When you “play” a `.wps` file, it will be used for future WPS screens, and if the “played” `.wps` file is located in the `/.rockbox/wps` directory, it will be remembered and used after reboot. The `.wps` filename must be no more than 24 characters long for it to be remembered.

### 11.2.2 WPS – Build Your Own

Quite simply, enter the WPS code in your favourite text editor, Notepad on Windows works fine. When you save it, instead of saving it as a `.txt` file, save it as a `.wps` file. Example: Instead of `Rockbox.txt`, save the file as `Rockbox.wps`. To make sure non english characters display correctly in your WPS you must save the `.wps` file with UTF-8 character encoding. This can be done in most editors, for example Notepad in

Windows 2000 or XP (but not in 9x/ME) can do this. See appendix section B (page 74) for all the tags that are available.

- All characters not preceded by % are displayed as typed.
- Lines beginning with # are comments and will be ignored.
- Maximum file size used is 400 bytes. If you have a bigger WPS file, only the first part of it will be loaded and used.

**Note:** Keep in mind that your player resolution is charx11x1 (with the last number giving the colour depth in bits) when designing your own WPS, or if you use a WPS designed for another target. 

### Conditional Tags

**If/else:** Syntax: `!?xx<true|false>`

If the tag specified by “xx” has a value, the text between the “<” and the “|” is displayed (the true part), else the text between the “|” and the “>” is displayed (the false part). 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.

**Enumerations:** Syntax: `!?xx<alt1|alt2|alt3|...|else>`

For tags with multiple values, like Play status, the conditional can hold a list of alternatives, one for each value the tag can have. Example enumeration:

---

EXAMPLE

---

```
!?mp<Stop|Play|Pause|Fwd|Rew>
```


---

The last else part is optional, and will be displayed if the tag has no value. The WPS parser will always display the last part if the tag has no value, or if the list of alternatives is too short.

### 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: %Ig is the genre name used in the next song and %Ff is the mp3 frequency.

**Note:** 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. Example subline definition:

---

EXAMPLE

---

```
%s%t4%ia;%s%t2%it;%t3%pc %pr : Display id3 artist for 4 seconds,
                                Display id3 title for 2 seconds,
                                Display current and remaining track time
                                for 3 seconds,
                                repeat...
```

---

Conditionals can be used with sublines to display a different set and/or number of sublines on the line depending on the evaluation of the conditional. Example subline with conditionals:

---

EXAMPLE

---

```
;%?it<%t8%s%it|%s%fn>;%?ia<%t3%s%ia|t0>
```

---

The format above will do two different things depending if ID3 tags are present. If the ID3 artist and title are present:

- Display id3 title for 8 seconds,
- Display id3 artist for 3 seconds,
- repeat...

If the ID3 artist and title are not present:

- Display the filename continuously.

Note that by using a subline display time of 0 in one branch of a conditional, a subline can be skipped (not displayed) when that condition is met.

## Using Images

You can have as many as 52 images in your WPS. There are various ways of displaying images:

1. Load and always show the image, using the `%x` tag
2. Preload the image with `%x1` and show it with `%xd`. This way you can have your images displayed conditionally.

Example on bitmap preloading and use:

---

EXAMPLE

---

```
%x|a|static_icon.bmp|50|50|
%x1|b|rep_off.bmp|16|64|
%x1|c|rep_all.bmp|16|64|
%x1|d|rep_one.bmp|16|64|
%x1|e|rep_shuffle.bmp|16|64|
%?mm<%xdb|%xdc|%xdd|%xde>
```

---

Four images at the same x and y position are preloaded in the example. Which image to display is determined by the `%mm` tag (the repeat mode).

## Example File

---

EXAMPLE

---

```
%s%?in<%in - >%?it<%it|%fn> %?ia<[%ia%?id<, %id>]>
%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]”.

## 11.3 Managing Rockbox Settings

### 11.3.1 Introduction to .cfg Files.

Rockbox allows users to store and load multiple settings through the use of configuration files. A configuration file is simply a text file with the extension `.cfg`.

A configuration file may reside anywhere on the disk. Multiple configuration files are permitted. So, for example, you could have a `car.cfg` file for the settings that you use while playing your jukebox in your car, and a `headphones.cfg` file to store the settings that you use while listening to your player through headphones.

See section 11.3.2 (page 67) below for an explanation of the format for configuration files. See section 11.3.3 (page 67) for an explanation of how to create, edit and load configuration files.

### 11.3.2 Specifications for .cfg Files.

The Rockbox configuration file is a plain text file, so once you use the SAVE .CFG FILE option to create the file, you can edit the file on your computer using any text editor program. See Appendix section C (page 79) for available settings. Configuration files use the following formatting rules:

1. Each setting must be on a separate line.
2. Each line has the format “setting: value”.
3. Values must be within the ranges specified in this manual for each setting.
4. Lines starting with # are ignored. This lets you write comments into your configuration files.

Example of a configuration file:

---

EXAMPLE

---

```
Example configuration 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
```

---

**Note:** As you can see from the example, configuration files do not need to contain all of the Rockbox options. You can create configuration files that change only certain settings. So, for example, suppose you typically use the player at one volume in the car, and another when using headphones. Further, suppose you like to use an inverse LCD when you are in the car, and a regular LCD setting when you are using headphones. You could create configuration files that control only the volume and LCD settings. Create a few different files with different settings, give each file a different name (such as `car.cfg`, `headphones.cfg`, etc.), and you can then use the BROWSE .CFG FILES option to quickly change settings.



A special case configuration file can be used to force a particular setting or settings every time Rockbox starts up (e.g. to set the volume to a safe level). Format a new configuration file as above with the required setting(s) and save it into the `/.rockbox` directory with the filename `fixed.cfg`.

### 11.3.3 The Manage Settings menu

The MANAGE SETTINGS menu can be found in the MAIN MENU. The MANAGE SETTINGS menu allows you to save and load .cfg files. The MANAGE SETTINGS menu also allows you to load or save different firmware versions.

**Browse .cfg Files** Opens the FILE BROWSER in the `/.rockbox` directory and displays all `.cfg` (configuration) files. Selecting a `.cfg` file will cause Rockbox to load the settings contained in that file. Pressing **Minus** will exit back to the MANAGE SETTINGS menu. See the WRITE .CFG FILES option on the MANAGE SETTINGS menu for details of how to save and edit a configuration file.

**Reset Settings** This wipes the saved settings in the player and resets all settings to their default values.

**Save .cfg File** This option writes a `.cfg` file to your player's disk. The configuration file has the `.cfg` extension and is used to store all of the user settings that are described throughout this manual.

Hint: Use the SAVE .CFG FILE feature (MAIN MENU → MANAGE SETTINGS) to save the current settings, then use a text editor to customize the settings file. See Appendix section C (page 79) for the full reference of available options.

**Save Sound Settings** This option writes a `.cfg` file to your player's disk. The configuration file has the `.cfg` extension and is used to store all of the sound related settings.

**Save Theme Settings** This option writes a `.cfg` file to your player's disk. The configuration file has the `.cfg` extension and is used to store all of the theme related settings.

## 11.4 Firmware Loading

When your player powers on, it loads the Archos firmware in ROM, which automatically checks your player's root directory for a file named `archos.mod`. Note that Archos firmware can only read the first ten characters of each filename in this process, so do not rename your old firmware files with names like `archos.mod.old` and so on, because it is possible that the player will load a file other than the one you intended.

### 11.4.1 Using ROLO (Rockbox Loader)

Rockbox is able to load and start another firmware file without rebooting. You just “play” a file with the extension `.mod`. This can be used to test new firmware versions without deleting your current version.

## 11.5 Rockbox in Flash

### 11.5.1 Introduction

When you bought your Studio/Player, it came with the Archos firmware in flash ROM. When you power on your player, this Archos firmware starts, and then loads an updated firmware from disk if present (`archos.mod`). An ordinary Rockbox installation only

replaces the on-disk firmware, leaving the flash ROM contents intact. That means the Archos firmware still controls the boot process.

The main reason to change this is to improve the startup time of your player. The Archos bootloader is rather slow. With Rockbox in flash, your player will boot much faster, typically in three to five seconds. Furthermore you might prefer a clean Rockbox environment, with as little remnants of the Archos software as possible. On your player it is also possible to execute Rockbox directly from flash ROM, increasing the amount of free RAM for buffering music. This is called *Rombox*.

**Warning:** Flashing your player is somewhat dangerous, like programming a mainboard BIOS, CD/DVD drive firmware, mobile phone, etc. If the power fails, the chip breaks while programming or most of all the programming software malfunctions, you'll have a dead box. We take no responsibility of any kind, you do that at your own risk. However, we tried as carefully as possible to bulletproof this code. There are a lot of sanity checks. If any of them fails, it will not program.



There's an ultimate safety net to bring back boxes with even completely garbled flash content: the *UART* boot mod, which in turn requires the *serial* mod. With that it's possible to reflash independently from the outside, even if the flash ROM is completely erased. This won't work if you have one of the rare "ROMless" boxes. These have no boot ROM and boot directly from flash. If the first  $\approx 2$ KB of the flash ROM are flashed ok, *Minimon* can be used for the same purpose.

## 11.5.2 Terminology and Basic Operation

**Firmware:** The flash ROM contents as a whole.

**Image:** One operating software started from there.

The replacement firmware contains a bootloader and two images. The first image is the *permanent* rescue software, to be used in case something is wrong with the second (main) image. In current firmware files this first image contains *Bootbox* (see wiki for details). The second image is what is booted by default. The current firmware files contain a copy of Rockbox 3.2 in the main image. It can easily be updated/replaced later.

The bootloader allows to select which image to run. Pressing **Minus** at boot selects the first image. **Play** selects the second image, which will also be booted if you don't press any button. The button mapping is only there for completeness. **Plus** selects the built-in serial monitor called *Minimon*. You should know this in case you invoke it by accident. *Minimon* won't display anything on the screen. To get out of it, perform a hardware shutdown of your player.

## 11.5.3 Initial Flashing Procedure

You only need to perform this procedure the first time you flash your Studio/Player. You may also want to perform it in case the update procedure for the second image recommends it. In the latter case do not perform the steps listed under "Preparation".


## Preparation


First, check whether your Studio/Player is flashable at all. Select SYSTEM → DEBUG (KEEP OUT!) → VIEW HW INFO. Cycle through the displayed values with **Plus/Minus** until "Flash:" is displayed. If it shows question marks, you're out of luck, your player is not flashable without modifying the hardware. You can stop here. Sorry.

If your player is flashable, you should perform a backup of the current flash ROM contents, in case you want to restore it later. Select SYSTEM → DEBUG (KEEP OUT!) → DUMP ROM CONTENTS. You'll notice a few seconds of disk activity. When you connect your player to the PC afterwards, you'll find two files in the root of your player. Copy the 256KB-sized file named `internal_rom_2000000-203FFFF.bin` to a safe place.

## Flashing

1. Download the correct package for your player from <http://download.rockbox.org/bootloader/archos/>. It is named `flash-<model>-<version>.zip`. The current packages are v3.
2. Unzip the flash package to the root of your player. This will extract two files to the root, `firmware-<model>.bin` and `firmware-<model>_norom.bin`. The flash plugin will select the correct one for your player. Now safely disconnect USB.
3. Make sure your batteries are in good shape and fully charged. Flashing doesn't need more power than normal operation, but you don't want your player to run out of power while flashing.
4. Select PLUGINS → APPLICATIONS, and run the `firmware_flash` plugin. It will tell you about your flash and which file it is going to program. After pressing **Menu** it will check the file. If the file is OK, pressing **On** will give you a big warning. If we still didn't manage to scare you off, you need to press **Plus** to actually program and verify. The programming takes just a few seconds.
5. In the unlikely event that the programming or verify steps should give you any error, *do not switch off the box!* Otherwise you'll have seen it working for the last time. While Rockbox is still in RAM and operational, we could upgrade the plugin via USB and try again. If you switch it off, it's gone.

**Note:** After successful flashing you may delete the `.bin` files from the root of your player. 

**Note:** There are no separate flash packages for players modified to have 8MB of RAM. You need to use the corresponding package for non-modified Studio/Player. You should then install a rockbox image that makes use of all available RAM as described in the following section. 

### 11.5.4 Updating the Rockbox Image in Flash

When Rockbox is booted from flash, it does not check for an updated firmware on disk. This is one of the reasons why it boots faster than the Archos firmware. It means that whenever you update Rockbox, you also need to update the image in the flash. This is a simple and safe procedure:

1. Download (or build) the Rockbox build you want to use, and unzip it to the root of your player. Safely disconnect USB.
2. ROLO into the new rockbox version.
3. Go to the file browser, and enter the `.rockbox` directory (you might need to set the FILE VIEW option to ALL.)
4. Play the file `rockbox.ucl`, or preferably `rombox.ucl`, and follow the instructions. The plugin handling this is `rockbox.flash`, a viewer plugin.

### 11.5.5 Restoring the Original Flash ROM Contents

In case you ever want to restore the original flash contents, you will need the backup file. The procedure is very similar to initial flashing, with the following differences:

1. Check that you do not have any `firmware_*.bin` files in your player's root.
2. Select PLUGINS → APPLICATIONS, and run the `firmware_flash` plugin. Write down the filename it displays in the first screen, then exit the plugin.
3. Connect USB, and copy the flash ROM backup file to the root of your player. *Only use the backup file from that very box, otherwise you're asking for trouble!* Rename the file so that it matches the name requested by the `firmware_flash` plugin. Safely disconnect USB.
















Now follow the instructions given for initial flashing, starting with step 3.





# A File formats

## A.1 Supported file formats

Icon	File Type	Extension	Action when selected
	Directory	<i>none</i>	The browser enters that directory
	Audio file	.mp2, .mp3	Rockbox takes you to the WPS and starts playing the file
	Cuesheet	.cue	View a cuesheet file
	Playlist	.m3u, .m3u8	Rockbox loads the playlist and starts playing the first file
	Rockbox firmware	.mod	ROLO will load the new firmware
	While Playing Screen	.wps	The new WPS display configuration will be loaded
	Language File	.lng	Loads a language file
	Text File	.txt	This will display the text file using Rockbox text browser plugin
	Configuration File	.cfg	The settings file will be loaded
	Font	.fnt	This font will replace the current one
	Plugin	.rock	Starts a Rockbox plugin
	Flash Image	.ucl	This Rockbox image will be flashed into the ROM
	Chip8 game	.ch8	Play a Chip8 game
	Image	.jpg	View a JPEG image
	Link	.link	Display list of target files and directories; selecting one jumps to the target. <i>see section 10.3.1 (page 52)</i>

## B WPS Tags

### B.1 Status Bar

---

Tag	Description
%we	Status Bar Enabled
%wd	Status Bar Disabled

---

These tags override the player setting for the display of the status bar. They must be noted on their own line.

### B.2 ID3 Info

---

Tag	Description
%ia	ID3 Artist
%ic	ID3 Composer
%id	ID3 Album Name
%ig	ID3 Genre Name
%in	ID3 Track Number
%it	ID3 Track Title
%iv	ID3 Version (1.0, 1.1, 2.2, 2.3, 2.4 or empty if no id3 tag)
%iy	ID3 Year

---

Remember that this information is not always available, so use the conditionals to show alternate information in preference to assuming.

## B.3 Power Related Information

Tag	Description
%b1	Show numeric battery level in percent. Can also be used in a conditional: %?b1<-1 0 1 2 ... N> Where the -1 value is used when the battery level isn't known (it usually is).
%bv	Show the battery level in volts
%bt	Show estimated battery time left
%bp	“p” if the charger is connected (only on targets that can charge batteries)
%bc	“c” if the unit is currently charging the battery (only on targets that have software charge control or monitoring)
%bs	Sleep timer. Shows the remaining time if the sleeptimer is set

## B.4 File Info

Tag	Description
%fb	File Bitrate (in kbps)
%fc	File Codec (e.g. “MP3” or “FLAC”). This tag can also be used in a conditional tag, %?fc<mp1 mp2 mp3 aiff wav vorbis flac mpc a52 wavpack alac aac shn sid adx unknown>. The codec order is as follows: MP1, MP2, MP3, AIFF, WAV, Ogg Vorbis (OGG), FLAC, MPC, AC3, WavPack (WV), ALAC, AAC, Shorten (SHN), SID, ADX, NSF, Speex, SPC, APE.
%ff	File Frequency (in Hz)
%fm	File Name
%fn	File Name (without extension)
%fp	File Path
%fs	File Size (In Kilobytes)
%fv	“(avg)” 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 %dN commands: If the path is “/Rock/Kent/Isola/11 - 747.mp3”, %d1 is “Isola”, %d2 is “Kent” ... You get the picture.

## B.5 Playlist/Song Info

Tag	Description
%pb	Progress Bar This will display a 1 character “cup” that empties as the time progresses.
%pf	Full-line progress bar & time display
%px	Percentage Played In Song
%pc	Current Time In Song
%pe	Total Number of Playlist Entries
%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 (x dB). Can also be used in a conditional: %?pv<0 1 2 ... N>

## B.6 Runtime Database

Tag	Description
%rp	Song playcount
%rr	Song rating (0-10). This tag can also be used in a conditional tag, %?rr<0 1 2 3 4 5 6 7 8 9 10>

## B.7 Virtual LED

Tag	Description
%lh	“h” if the hard disk is accessed

## B.8 Repeat Mode

Tag	Description
%mm	Repeat mode, 0-4, in the order: Off, All, One, Shuffle , A-B

Example: `;%mm<Off|All|One|Shuffle|A-B>`

## B.9 Playback Mode Tags

Tag	Description
<code>%mp</code>	Play status, 0-4, in the order: Stop, Play, Pause, Fast forward, Rewind

Example: `;%mp<Stop|Play|Pause|Fwd|Rew>`

## B.10 Changing Volume

Tag	Description
<code>%mv[t]</code>	“v” if the volume is being changed

The tag produces the letter “v” while the volume is being changed and some amount of time after that, i.e. after the volume button has been released. The optional parameter `t` specifies that amount of time. If it is not specified, 1 sec is assumed.

The tag can be used as the switch in a conditional tag to display different things depending on whether the volume is being changed. It can produce neat effects when used with conditional viewports.

Example: `;%mv2.5<Volume changing|pv>`

The example above will display the text “Volume changing” if the volume is being changed and 2.5 secs after the volume button has been released. After that, it will display the volume value.

## B.11 Settings

Tag	Description
<code>%St &lt;setting name&gt;</code>	Display the value of any Rockbox setting

Example: Can be used as a simple tag `%St|skip length|` or with conditionals `;%St|eq enabled|<Equalizer is enabled|Equalizer is disabled>`.

## B.12 Alignment

Tag	Description
%al	Text is left aligned
%ac	Text is center aligned
%ar	Text is right aligned

All alignment tags may be present in one line, but they need to be in the order left – center – right. If the aligned texts overlap, they are merged.

## B.13 Conditional Tags

Tag	Description
??xx<true false>	If / Else: Evaluate for true or false case
??xx<alt1 alt2 alt3 ... else>	Enumerations: Evaluate for first / second / third / ... / last condition

## B.14 Other Tags

Tag	Description
%%	Display a ‘%’
%<	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.

## C Config file options

Setting	Allowed Values	Unit
volume	-78 to +18	dB
bass	-15 to +15	dB
treble	-15 to +15	dB
balance	-100 to +100	%
channels	stereo, mono, custom, mono left, mono right, karaoke	N/A
stereo_width	0 to 250	%
shuffle	on, off	N/A
repeat	off, all, one, shuffle, ab	N/A
play selected	on, off	N/A
party mode	on, off	N/A
scan min step	1, 2, 3, 4, 5, 6, 8, 10, 15, 20, 25, 30, 45, 60	seconds
seek acceleration	very fast, fast, normal, slow, very slow	N/A
antiskip	5s, 15s, 30s, 1min, 2min, 3min, 5min, 10min	N/A
volume fade	on, off	N/A
sort case	on, off	N/A
show files	all, supported, music, playlists	N/A
show filename exts	off, on, unknown, view_all	N/A
follow playlist	on, off	N/A
playlist viewer icons	on, off	N/A
playlist viewer indices	on, off	N/A
playlist viewer track display	track name,full path	N/A
recursive directory insert	on, off, ask	N/A
scroll speed	1 to 25	Hz
scroll delay	0 to 2500	ms
scroll step		pixels
screen scroll step		pixels
Screen Scrolls Out Of View	on, off	N/A
bidir limit	0 to 200	% screen
scroll paginated	on, off	N/A
hold_lr_for_scroll_in_list	on, off	N/A
contrast	0 to 63	N/A

Setting	Allowed Values	Unit
backlight timeout	off, on, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 15, 20, 25, 30, 45, 60, 90, 120	seconds
backlight timeout plugged	off, on, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 15, 20, 25, 30, 45, 60, 90, 120	seconds
backlight filters first keypress	on, off	N/A
backlight on button hold	normal, off, on	N/A
caption backlight	on, off	N/A
brightness		N/A
disk spindown	3 to 254	seconds
battery capacity		mAh
car adapter mode	on, off	N/A
idle poweroff	off, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 15, 30, 45, 60	minutes
max files in playlist	1000 - 32000	N/A
max files in dir	50 - 10000	N/A
lang	/path/filename.lng	N/A
wps	/path/filename.wps	N/A
autocreate bookmarks	off, on	N/A
autoload bookmarks	off, on	N/A
use most-recent-bookmarks	off, on	N/A
pause on headphone unplug	off, pause, pause and resume	N/A
rewind duration on pause	0 to 15	seconds
disable autoresume if phones not present	off, on	N/A
Last.fm Logging	off, on	N/A
talk dir	off, number, spell	N/A
talk dir clip	off, on	N/A
talk file	off, number, spell	N/A
talk file clip	off, on	N/A
talk filetype	off, on	N/A
talk menu	off, on	N/A
Announce Battery Level	off, on	N/A
sort files	alpha, oldest, newest, type	N/A
sort dirs	alpha, oldest, newest	N/A
sort interpret number	digits, numbers	N/A
tagcache_autoupdate	on, off	N/A
warn when erasing dynamic playlist	on, off	N/A
cuesheet support	on, off	N/A
folder navigation	off, on, random	N/A
gather runtime data	off, on	N/A
skip length	track, 1, 2, 3, 4, 5, 10, 15	minutes



---

<b>Setting</b>	<b>Allowed Values</b>	<b>Unit</b>
start in screen	previous, root, files, db, wps, menu, bookmarks	N/A
playlist catalog directory	/path/to/dir	N/A
jump scroll	0 to 5	N/A
jump scroll delay	0 to 250	0.01s

---

## D User feedback

### D.1 Bug reports

If you experience inappropriate performance from any supported feature, please file a bug report on our web page. Do not report missing features as bugs, instead file them as feature ideas (see below).

For open bug reports refer to <http://www.rockbox.org/tracker/index.php?type=2>

#### D.1.1 Rules for submitting new bug reports

1. Check that the bug has not already been reported
2. Always include the following information in your bug report:
  - Which exact player you have.
  - Which exact Rockbox version you are using (Menu->Info -> Version)
  - A step-by-step description of what you did and what happened
  - Whether the problem is repeatable or a one-time occurrence
  - All relevant data regarding the problem, such as playlists, MP3 files etc. (IMPORTANT!)

### D.2 Feature ideas

To suggest an idea for a feature or to read those made by others, see <http://forums.rockbox.org/index.php?board=49.0>. Please keep in mind that this forum is for the discussion of feature ideas - they are not requests and there is no guarantee they will be acted upon.

#### D.2.1 Rules for submitting a new feature idea

1. Check that the feature has not already been suggested. Duplicates are really boring!
2. Check that the feature has not already been implemented. Download the latest current/daily build and/or search the mail list archive.
3. Check that the feature is possible to implement (see section [D.2.2](#) (page 83)).

### D.2.2 Features we will not implement

This is a list of Feature Requests we get repeatedly that we simply cannot do. View it as the opposite of a TODO!

- Record to WAV (uncompressed) or MP3pro format!  
The recording hardware (the MAS) does not allow us to do this
- Crossfade between tracks!  
Crossfading would require two mp3 decoders, and we only have one. This is not possible.
- Support MP3pro, WMA or other sound format playback!  
The mp3-decoding hardware can only play MP3. We cannot make it play other sound formats.
- Converting OGG → MP3  
The mp3-decoding hardware cannot decode OGG. It can be reprogrammed, but there is too little memory for OGG and we have no documentation on how to program the MAS' DSP. Doing the conversion with the CPU is impossible, since a 12MHz SH1 is far too slow for this daunting task.
- Archos Multimedia support!  
The Archos Multimedia is a completely different beast. It is an entirely different architecture, different CPU and upgrading the software is done a completely different way. We do not wish to venture into this. Others may do so. We will not.
- Multi-band (or graphic) equaliser  
We cannot access information for that kind of visualisation from the MP3 decoding hardware.
- CBR recording!  
The MP3 encoding hardware does not allow this.
- Change tempo of a song without changing pitch!  
The MP3 decoding hardware does not allow this.
- Graphic frequency (spectrum analyser!)  
We cannot access the audio waveform from the MP3 decoder so we cannot analyse it. Even if we had access to it, the CPU would probably be too slow to perform the analysis anyway.
- Cool sound effects!  
Adding new sound effects requires reprogramming the MAS chip, and we cannot do that. The MAS chip is programmable, but we have no access to the chip documentation.

- Interfacing with other USB devices (like cameras) or 2 player games over USB  
The USB system demands that there is a master that talks to a slave. The player can only serve as a slave, as most other USB devices such as cameras can. Thus, without a master no communication between the slaves can take place. If that is not enough, we have no way of actually controlling the communication performed over USB since the USB circuit in the player is strictly made for disk-access and does not allow us to play with it the way we'd need for any good communication to work.
- Support other file systems than FAT32 (like NTFS or ext2 or whatever)!  
No. Rockbox needs to support FAT32 since it can only start off a FAT32 partition (since that is the only way the ROM can load it), and adding support for more file systems will just take away valuable ram for unnecessary features. You can partition your player fine, just make sure the first one is FAT32 and then make the other ones whatever file system you want. Just do not expect Rockbox to understand them.
- Add scandisk-like features!  
It would be a very slow operation that would drain the batteries and take a lot of useful ram for something that is much better and faster done when connected to a host computer.

## E Changelog

### E.1 What is new since v3.1?

#### E.1.1 New features

- ★ 2009-03-06: PictureFlow supports all targets except Archos Player, and can function during playback on all non-Archos targets.
- ★ 2009-03-01: New alternative sorting algorithm, which is number-aware
- ★ 2009-02-11: New game, Goban plugin.
- ★ 2009-01-11: Battery charging on Sansa e200v1/c200v1.
- ★ 2008-12-27: PictureFlow resizes cover art on load, and supports greyscale targets
- ★ 2008-12-25: Preliminary support for Ipod accessories.

#### E.1.2 Enhancements

- ★ 2009-03-08: Faster text/graphics rendering on colour targets and in the greyscale library, speeding up list scrolling noticeably on ipod Video.
- ★ 2009-02-21: Add LCD sleep/wakeup for iPod Video (5G, 5.5G) which allows significant increase of battery runtime.

### E.2 What is new since v3.0?

#### E.2.1 New features

- ★ 2008-12-09: Album Art resizing.
- ★ 2008-12-09: FM radio support on Gigabeat S.
- ★ 2008-11-26: Software controlled backlight fading for targets without hardware fading (e200v1, c200v1, X5, Cowon D2 and H300)

#### E.2.2 Enhancements

- ★ 2008-12-01: Several new tags were added to the WPS syntax
- ★ 2008-11-20: The build system received a major overhaul
- ★ 2008-11-03: Customisable options in the QuickScreen
- ★ 2008-10-25: Calendar plugin on all RTC equipped targets
- ★ 2008-10-08: Configurable mono recording mode
- ★ 2008-10-07: Support for version 1.1 scrobbler log files
- ★ 2008-10-03: APE playback optimized
- ★ 2008-09-21: MP3 playback optimized for dual-core targets

## E.3 What is new since v2.5?

### E.3.1 New features

- ★ 2008-07-07: Added keybox plugin
- ★ 2008-05-04: Added study mode
- ★ 2008-04-23: Lamp (originally "flashlight") plugin
- ★ 2008-03-23: New bitmap strips feature in the WPS
- ★ 2008-03-21: Viewport tag added for WPS
- ★ 2008-03-18: The Olympus m:robe 100 is now a supported target
- ★ 2007-12-09: PictureFlow: A nice animated visualization for album art
- ★ 2007-11-26: Matrix Demo
- ★ 2007-11-11: Rockbox can now display album art
- ★ 2007-09-06: Sound on Sansa c200
- ★ 2007-09-04: The SanDisk Sansa e200R models are now Rockboxed!
- ★ 2007-08-06: Make several splashes and confirmation screens speak
- ★ 2007-08-03: iPod 3rd gen is now officially a supported target
- ★ 2007-08-02: Superdom game
- ★ 2007-07-27: Sound on iPod 2nd Gen
- ★ 2007-07-25: Jackpot support for bitmap targets
- ★ 2007-06-30: Reversi game
- ★ 2007-06-29: Rocklife plugin
- ★ 2007-06-28: Maze game
- ★ 2007-06-17: Custom filetype colour feature introduced
- ★ 2007-05-23: The 80GB Ipod Video is now supported by Rockbox
- ★ 2007-04-09: WAV file viewer
- ★ 2007-03-11: Sound on the Sansa e200
- ★ 2007-03-04: Rockbox runs and plays music on the iAudio M5
- ★ 2007-03-01: Add the Rockbox Menu
- ★ 2007-02-16: Chopper game
- ★ 2007-02-14: Cuesheet support
- ★ 2007-02-14: Icons in the menus
- ★ 2007-02-10: Album Artist and Comment Tag Support
- ★ 2007-02-09: Speex Codec Support
- ★ 2007-01-31: Invadrox, a Space Invaders clone
- ★ 2007-01-16: BlackJack plugin
- ★ 2007-01-02: Mazedam, a puzzle game for all bitmap lcd targets
- ★ 2006-12-29: Toshiba Gigabeat X and F series support
- ★ 2006-11-30: File properties in context menu
- ★ 2006-11-06: Samplerate and format selection added to recording settings. Encoders can be configured individually on a menu specific to the encoder in the recording menu
- ★ 2006-11-06: Pitch adjustment in semitone steps
- ★ 2006-10-27: Audio dithering option

- ★ 2006-10-19: last.fm (audioscrobbler) logging support
- ★ 2006-10-05: FM radio region setting
- ★ 2006-09-15: ZX spectrum emulator plugin - zxbox
- ★ 2006-08-28: Encoder Codec Interface for recording with additional FM recording support
- ★ 2006-08-07: Initial version of mpegplayer plugin
- ★ 2006-07-19: Rockpaint plugin
- ★ 2006-07-18: Playlist catalog
- ★ 2006-04-19: Rockbox is functional and plays audio on the iPod Mini 1G
- ★ 2006-03-30: Rockbox is functional and plays audio on the iPod Mini 2G
- ★ 2006-03-28: DOOM
- ★ 2006-03-28: Sound on the iAudio X5 , X5L and X5V
- ★ 2006-03-26: Experimental WAV playback plugin for Archos Recorder/Ondio
- ★ 2006-03-26: Initial version of Tag Cache
- ★ 2006-03-20: Bubbles, a bubble game
- ★ 2006-03-19: Tetrox, a Tetris clone
- ★ 2006-03-12: Xobox, a Xonix/Qix clone
- ★ 2006-03-11: Pacbox, a pacman arcade machine emulator
- ★ 2006-02-22: "Chessbox" chess game plugin
- ★ 2006-02-13: iPod 5G audio playback
- ★ 2006-01-28: Color bitmap support in the WPS (for color models)
- ★ 2006-01-23: Brickmania game plugin
- ★ 2005-12-06: Unicode support
- ★ 2005-11-05: Jewels game plugin - a Bejeweled clone.

### E.3.2 Enhancements

- ★ 2008-08-06: Redesigned recording screen
- ★ 2008-02-23: New default theme: cabbie 2.0
- ★ 2008-01-04: All new greyscale library with improved performance
- ★ 2007-08-08: Added support for grouping tags
- ★ 2007-08-06: Organise the plugins into categories
- ★ 2007-08-05: Voice file changes. Older voices no longer work, now all voice files are target-specific.
- ★ 2007-08-03: Added support for the disc number tag
- ★ 2007-04-04: WPS tokenizer: Rewritten WPS code
- ★ 2007-03-20: rockbox.\* file moved inside /.rockbox directory
- ★ 2007-01-23: Settings are now saved to /.rockbox/config.cfg and the hidden config sector is not used anymore
- ★ 2006-11-29: Playlists are saved with the extension .m3u8, extension .m3u is now read using the chosen codepage
- ★ 2006-09-16: New scheduler. Audio playback is now prioritised over other tasks
- ★ 2006-09-02: Enhanced statusbar in recording screen
- ★ 2006-08-15: Support for displaying the path in the file browser

- ★ 2006-02-07: Equalizer configuration for software codec platforms
- ★ 2006-02-06: The Rockbox manual is available in L<sup>A</sup>T<sub>E</sub>X format
- ★ 2005-12-05: New wps' added. Engineer2, marquee, and DancePuffDuo

### E.3.3 New codecs supported

#### Lossy codecs

- ★ Ogg/vorbis
- ★ MPC
- ★ A/52 (AC3)
- ★ AAC (MP4)
- ★ WMA
- ★ ADX
- ★ Speex

#### Lossless codecs

- ★ WAV
- ★ AIFF
- ★ FLAC
- ★ ALAC
- ★ Wavpack
- ★ Shorten
- ★ Monkey's Audio

#### Other codecs

- ★ SID
- ★ MOD
- ★ NSF, NSFE
- ★ SPC
- ★ MIDI
- ★ SAP



## F Credits

People that have contributed to the project, one way or another. Friends!

▶ BJÖRN STENBERG ▶ LINUS NIELSEN FELTZ-  
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