

To change the Not Locked screen

```
cd /home/pi/ryde/rydeplayer/states/
```

then use nano to edit playback.py

```
nano playback.py
```

use down arrow to find where it says:

```
self.frontSurface.fill(self.theme.colours.backgroundPlayState)
displayText = "ERROR\nNOT FOUND"
if(newState == States.NO_LONG_MYND):
    displayText = "LongMynd\nNot Loaded"
elif(newState == States.NO_LOCK):
    displayText = "Not\nLocked"
self.drawMessage(displayText, self.frontSurface)
self.frontDispmanxlayer.updateLayer()
return True
```

Change the line `displayText = "Not\nLocked"` to something like

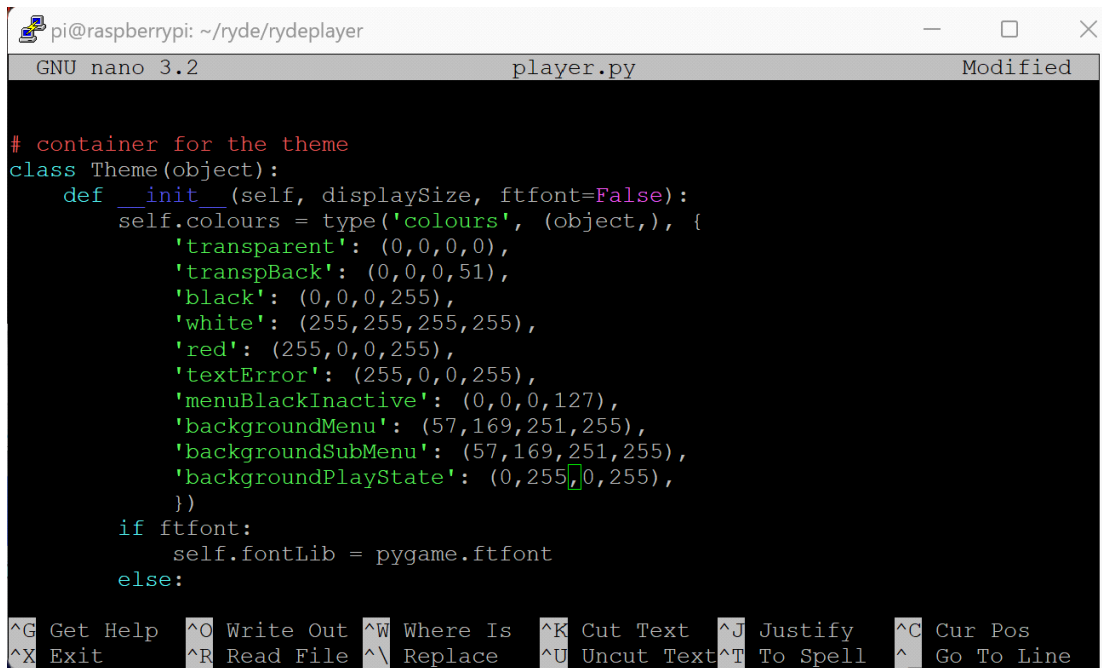
```
displayText = "RYDE RX @\nG8LCE IO70LD\nTX 1249MHz SR 2M\nRX
1316MHz 437MHz\nSR 125K 333K 1M 2M"
```

To change the background colour

```
cd /home/pi/ryde/rydeplayer/
```

```
nano player.py
```

then go down to where it says :



```
pi@raspberrypi: ~/ryde/rydeplayer
GNU nano 3.2                                player.py                                Modified

# container for the theme
class Theme(object):
    def __init__(self, displaySize, ftfont=False):
        self.colours = type('colours', (object,)), {
            'transparent': (0,0,0,0),
            'transpBack': (0,0,0,51),
            'black': (0,0,0,255),
            'white': (255,255,255,255),
            'red': (255,0,0,255),
            'textError': (255,0,0,255),
            'menuBlackInactive': (0,0,0,127),
            'backgroundMenu': (57,169,251,255),
            'backgroundSubMenu': (57,169,251,255),
            'backgroundPlayState': (0,255,0,255),
        })
        if ftfont:
            self.fontLib = pygame.ftfont
        else:

^G Get Help      ^O Write Out    ^W Where Is     ^K Cut Text     ^J Justify      ^C Cur Pos
^X Exit          ^R Read File    ^\ Replace      ^U Uncut Text   ^T To Spell     ^_ Go To Line
```

and change the colours of 'backgroundPlayState': (0,255,0,255), . This has already been done in this example to green. It goes RGBI

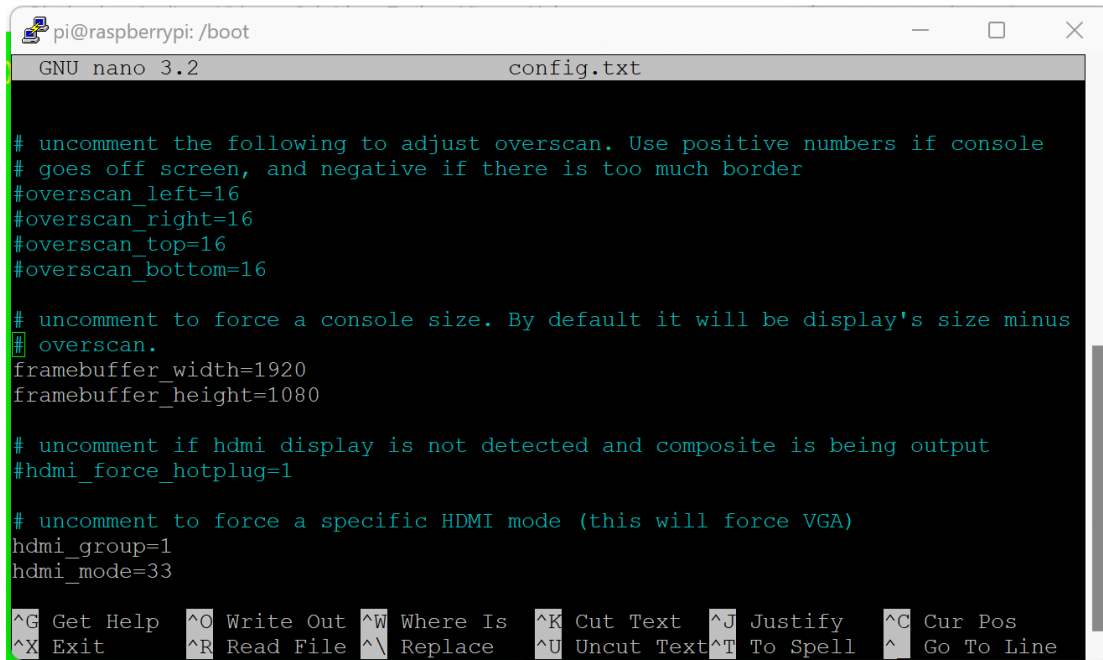
Now for the HDMI screen...

I have a Ryde that has been updated and the HDMI output decided to go low resolution and 4 by 3! To force it to 1080 and 16 by 9 I did the following editing:

```
cd /boot/
```

```
sudo nano config.txt
```

and changed the text that is now white:



The screenshot shows a terminal window titled 'pi@raspberrypi: /boot'. Inside, the GNU nano 3.2 text editor is open, editing a file named 'config.txt'. The editor's interface includes a top status bar with the file name and a bottom status bar with various keyboard shortcuts. The text being edited is configuration for the Raspberry Pi's display, including comments about overscan, framebuffer dimensions, and HDMI settings.

```
pi@raspberrypi: /boot
GNU nano 3.2 config.txt

# uncomment the following to adjust overscan. Use positive numbers if console
# goes off screen, and negative if there is too much border
#overscan_left=16
#overscan_right=16
#overscan_top=16
#overscan_bottom=16

# uncomment to force a console size. By default it will be display's size minus
# overscan.
framebuffer_width=1920
framebuffer_height=1080

# uncomment if hdmi display is not detected and composite is being output
#hdmi_force_hotplug=1

# uncomment to force a specific HDMI mode (this will force VGA)
hdmi_group=1
hdmi_mode=33

^G Get Help  ^O Write Out ^W Where Is  ^K Cut Text  ^J Justify   ^C Cur Pos
^X Exit      ^R Read File ^\ Replace   ^U Uncut Text ^T To Spell  ^_ Go To Line
```

Martin G8LCE

Please Note that I was helped by others to do this and this
information is in other places on the forum.

Martin G8LCE