

Patch Documentation

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| For Program | Flowblade |
| Type of Patch | Enhancement |
| Subject | Single Play / Pause button |
| Version | 0.1 |
| Date | 02-Jul-2016 |
| Patch Author | Steven van de Beek (svdbeek@rivinfo.com) |
| Description of the patch | <p>Allow the user to opt for a single Play/Pause button instead of the standard Play + Stop button in the editor window.</p> <p>The option can be toggled in the Edit → Preferences dialog in the Editing tab.</p> <p>The option can also be switched on by passing the command line argument "--enable-play-pause" or switched off by "--disable-play-pause". This setting will be saved in the preferences.</p> <p>An additional change was made to get rid of a Gtk warning message in preferenceswindow.py (See details there).</p> <p>All changes are marked with # Jul-2016 - SvdB</p> |

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Additional files

res/img/play_pause_s.png

res/darktheme/play_pause_s.png

Documentation files (This doc) and screenshots.

Modified modules

Details of the modified modules can be found on the following pages

app.py

editorpersistance.py

glassbuttons.py

movemodes.py

preferenceswindow.py

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Module

app.py

Description

Changes were made to allow passing of a command line argument to swith the play/pause button on or off.

Details

main was modified around lines 143 and 186

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Module

editorpersistance.py

Description

Changes were made to allow storing the user preference for the play/pause button.

Details

update_prefs_from_widgets was modified around lines 177 and 198

EditorPreferences was modified around line 274

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Module

glassbuttons.py

Description

Changes were made to allow displaying either a single play/pause button or the original play + stop buttons, based on user preference or command line option.

Details

PlayerButtons was modified around lines 266, 279 and 301. A comment was added around line 349:

No changes made here, but because of the calculation of button_x the row of buttons is slightly moved right if play/pause is enabled. This could be solved by setting self.button_x = 1, if wished.

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Module

movemodes.py

Description

Changes were made to allow use of the user preferences value for the play/pause button and to handle the single/double button presses properly.

Details

import editorpersistance was added around line 31.
play_pressed was modified around line 69.

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Module

preferenceswindow.py

Description

Changes were made to allow selecting the option in the Editing tab.

An additional change was made to get rid of a warning message "GtkDialog mapped without a transient parent. This is discouraged."

Details

preferences_dialog was modified around line 60 to get rid of the warning message.

_edit_prefs_pane was modified around lines 183, 198, 210 and 216.