

Banshee 2.0

Aaron Bockover #gcds July 7, 2009

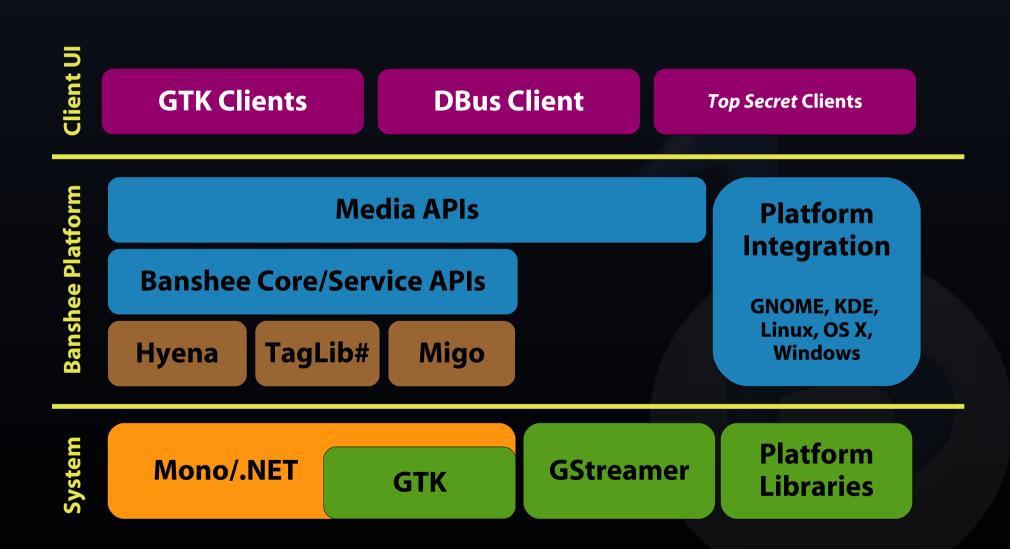
What is it?

- Media management platform and some cool user interfaces on top of it
- Insane amount of awesome features
- Very fast, SQL-driven
- Powered by Mono, GStreamer, and SQLite
- 4.5 years old, in its third generation
- Umbrella project for lots of Mono libraries
- 105,000 lines of C# + 2,500 lines of C (GStreamer)

It's not just an app, it's a platform

- I know, sounds cliché. I don't like saying it either, but it's true
- Here's why

It's not just an app, it's a platform



I'm implementing a no more diagrams policy now.

Any questions? That was an important diagram and you'll want to understand it for the rest of the talk.

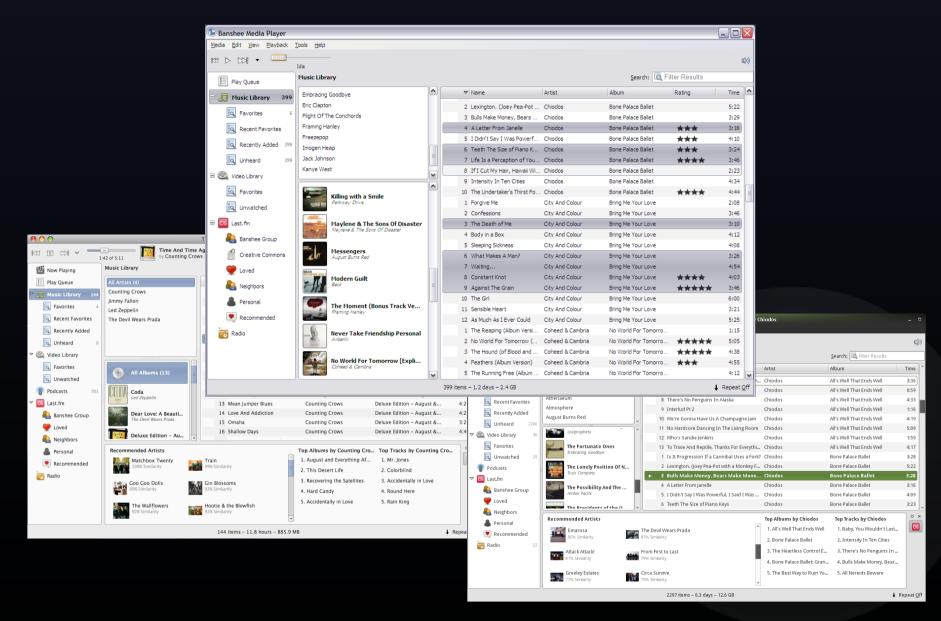
What follows are ~450 slides taking a dependency on that diagram.

New for 1.6

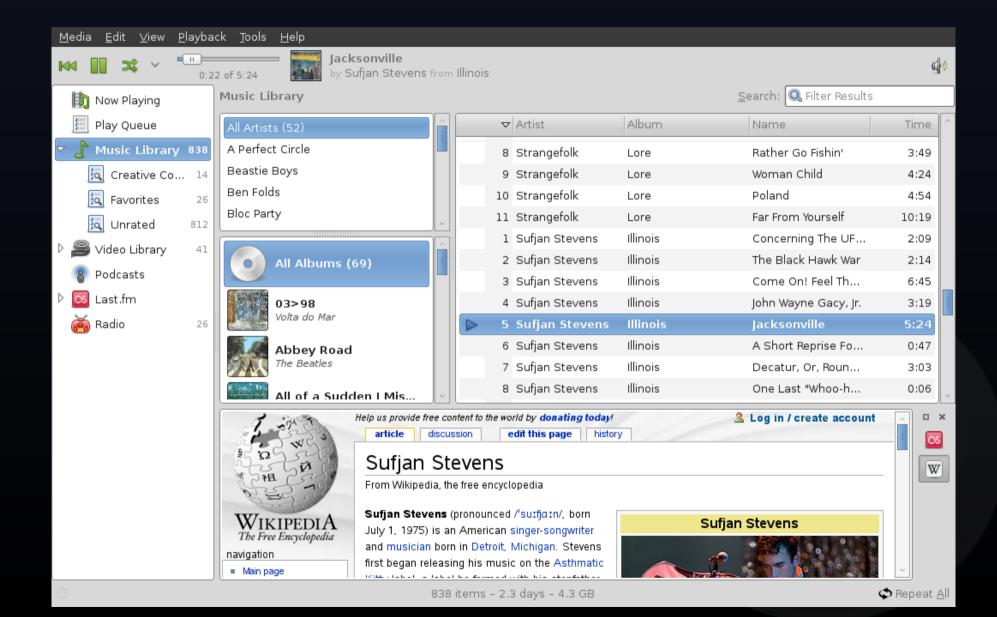
- Import from Rhythmbox
- BPM detection
- Automatic scoring
- Creative Commons
- Separate library locations
- Unicode-aware, case insensitive queries
- 200+ and counting bugs fixed since 1.4.3



Windows release, really. Soon.



Context Pane

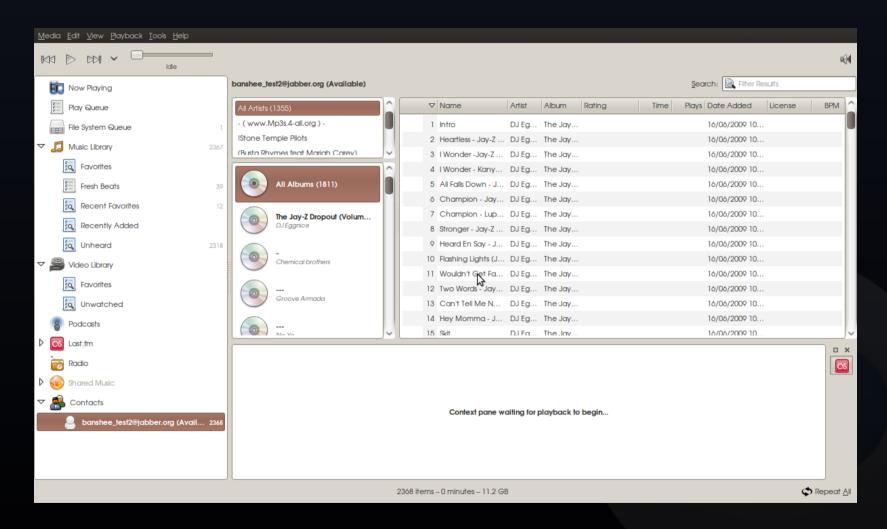


Context Pane



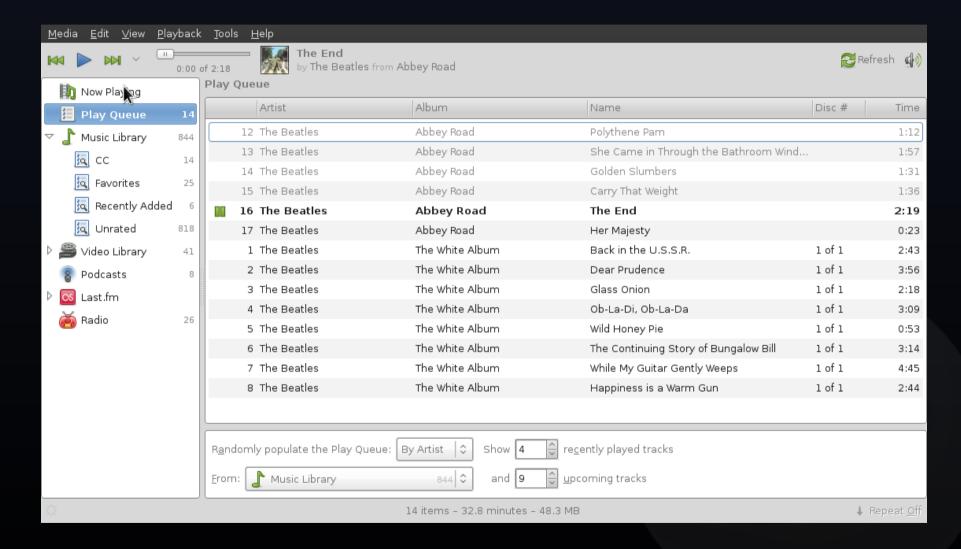
And now, slides of stuff that *may* make 1.6, but will definitely be in 2.0

Music sharing with Telepathy



GNOME GSoC 2009: Neil Loknath

Partying with Play Queue



BGO bug #565767, try it out, give some feedback!

Accessibility: polishing an invisible user interface

- Exposing context data properly on standard GTK+ widgets in the Banshee UI
- Little things that can be fixed by using tools like Accerciser
- Some work being done by a11y super-star, Mike Gorse
- We really need a lot of community push here!
 Banshee's main UI elements are entirely "owner drawn"

Accessibility: using Atk# for our awesome custom widgetry

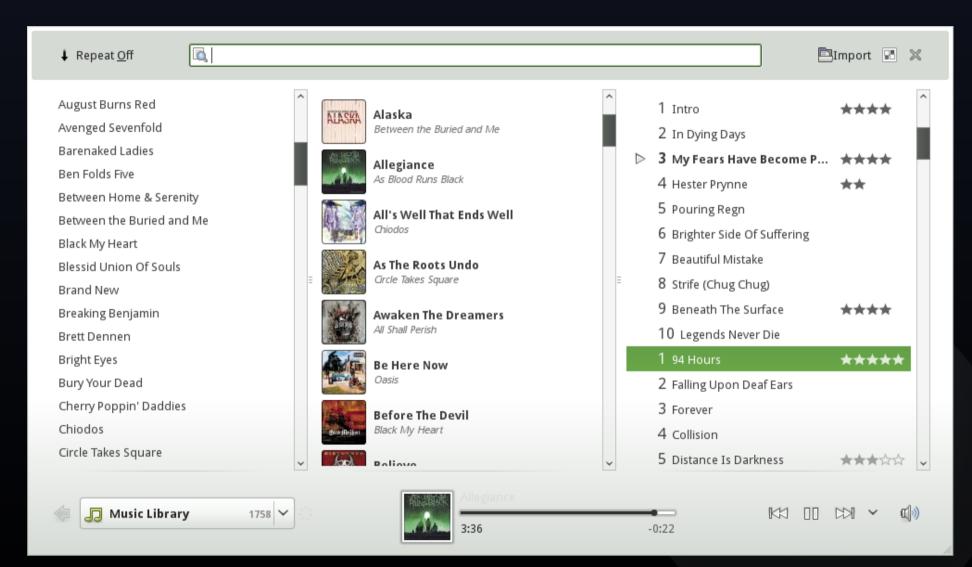
```
public class RatingAccessible
   : Atk.Object, Atk.Value, Atk.ValueImplementor
internal class RatingAccessibleFactory
   : Atk.ObjectFactory
   public static void Init ()
      Atk.Global.DefaultRegistry.SetFactoryType (
         (Glib.GType)typeof (RatingEntry),
         (GLib.GType)typeof (RatingAccessibleFactory));
```

Introducing Cubano

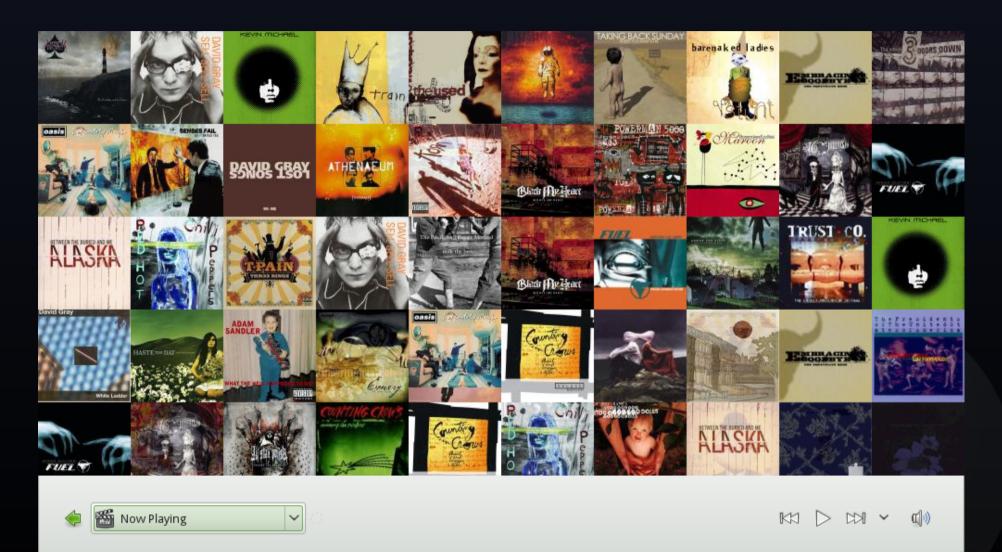
It's for Netbooks. And Desktops...

- Cubano is designed to work on a smaller screen
- With a clean, concise UI
- Using whitespace to separate content, not hard toolkit lines
- Sources can be navigated like browser history
- Even with minimal UI, you don't lose any of the power you may be used to

Cubano focuses on simple



And it's colorful



And it's Banshee

- Banshee is designed to allow for separate client UIs
 - Nereid the traditional Banshee UI (875 LOC)
 - Cubano Netbook friendly UI (2400 LOC)
 - Muinshee Port of the Muine UI to Banshee (800 LOC)

 Cubano is defining new UI elements that will move into the Banshee core platform

But I like the old UI!

- So do we! It's not going away :-)
- Innovative features in Cubano will end up in Banshee proper, but adapted for the traditional UI
 - Clutter-based Now Playing
 - Redesigned track info display

Cubano Future

- Lots of UI work still going on, it's not finalized
 - That painful combo box will go away, don't worry
 - We're working on a grid view for artists and albums
 - I don't care for the header either
 - Any thoughts? Now is the time to speak up!
- First release before the end of August
 - Code will move into the Banshee git tree as well
 - Currently in github.com/abock/cubano

Cubano ... Moonlight

- Long term goal is to write the UI in Moonlight
 - Declarative UI canvas, scene graph, and toolkit
 - Moonlight is an open source implementation of Microsoft's Silverlight technology... and it is awesome
- Now Playing will still use Clutter

Is everyone seated?

You're going to want to be seated for this part. I hope.

A rope walks into a bar...

So two muffins are sitting in an oven...

Celine Dion walks into a bar. The bartender says, "So, why the long face?"

Banshee is going to do photos

- What?
- Yep. We're adding the data-fundamentals for photo management to the Banshee platform
- And adding a Photos source to Banshee
 - Remember that grid view I said we were writing?
- We do video... why not photos?

Uh, what about F-Spot?

- Well you know how I've been calling Banshee a platform?
 And saying buzzy things like "Client UI"?
- We're re-basing the F-Spot core on top of Banshee
 - And F-Spot will be just another Banshee client
- This will allow the F-Spot UI to evolve into a more serious or professional photo tool. Think Adobe Lightroom.
- Most users will be happy with the basic management we're introducing in the traditional Banshee Uls.

A skeleton walks into a bar and says, "Gimme a beer, and a mop."



getbanshee.org / gnome.org / mono-project.com