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Farhavens volume widget

From awesome

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Introduction

This guide walks you through setting up a volume widget for Awesome 3, very much similar to Woffles Volume Widget. In fact, originally this was his volume widget, I adapted it to Awesome 3's Lua syntax and gave it a little pepper with Luas string manipulation functions.

The widget works like this:

- You'll have the volume displayed in your status bar, followed by a **%** sign if the channel is unmuted and **M** if it's muted
- Pressing the left mouse-button on the widget will toggle muting
- Scrolling up or down will change the volume
- (Optional) Your media keys (if you have any) will control the volume as long as you are inside your X session and it is not locked

You'll need the following for this widget to work:

- amixer
- awesome 3 (something >= 3.1)

Note on point 2: It should be fairly simple to adapt this widget to the 3.0 release version, it's only that this exact code will **not** work with the stable release and earlier GIT versions. This widget has been tested and is working on 3.4.10.

Preparation

The preparation is the same as with Woffles Volume Widget.

Adding the widget

Add this widget definition to your rc.lua:

```
        button({ }, 1, function () volume("mute", tb_volume) end)
})
volume("update", tb_volume)
```
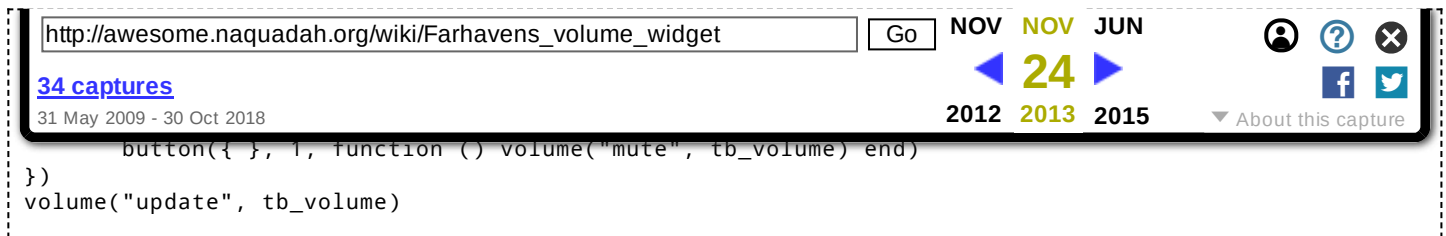
don't forget to add the widget **tb_volume** to your widget box like this:

```
wi_widgets[s]:widgets({
        tl_taglist,
        lb_layout[s],
        tb_prompt,
        tl_tasklist,
        tb_volume,
        tb_clock
        })
```

Bringing the widget to life

Now it's time to bring the widget to life, using the following code. Paste it right at the beginning of your rc.lua, below those lines starting with **require**. Change the value of **cardid** to the ID of your card and the value of **channel** to the channel you want to manage.

```
cardid  = 0
channel = "Master"
function volume (mode, widget)
      if mode == "update" then
            local fd = io.popen("amixer -c " .. cardid .. " -- sget " .. channel)
            local status = fd:read("*all")
            fd:close()

            local volume = string.match(status, "(%d?%d?%d)%%")
            volume = string.format("% 3d", volume)

            status = string.match(status, "%[(o[^%]]*)%]")

            if string.find(status, "on", 1, true) then
                    volume = volume .. "%"
            else
                    volume = volume .. "M"
            end
            widget.text = volume
      elseif mode == "up" then
            io.popen("amixer -q -c " .. cardid .. " sset " .. channel .. " 5%+"):read("*all")
            volume("update", widget)
      elseif mode == "down" then
            io.popen("amixer -q -c " .. cardid .. " sset " .. channel .. " 5%-"):read("*all")
            volume("update", widget)
      else
            io.popen("amixer -c " .. cardid .. " sset " .. channel .. " toggle"):read("*all")
            volume("update", widget)
      end
end
```

Finally, we will be adding a timer hook to refresh the volume display every 10 seconds to reflect changes made by, for example, alsamixer:

```
awful.hooks.timer.register(10, function () volume("update", tb_volume) end)
```

This line should be pasted at the end of your rc.lua

Optional stuff

these lines to your rc.lua:

```
globalkeys = awful.util.table.join(globalkeys, awful.key({ }, "XF86AudioRaiseVolume",function () volu
globalkeys = awful.util.table.join(globalkeys, awful.key({ }, "XF86AudioLowerVolume",function  () vol
globalkeys = awful.util.table.join(globalkeys, awful.key({ }, "XF86AudioMute",function  () volume("mu
```

Or use 'xev' and see what keycode those buttons have then do something like:

```
globalkeys = awful.util.table.join(globalkeys, awful.key({ }, "#176",function () volume("up", tb_volu
```

Calmar's mod

Calmar has modded this widget to contain a progressbar instead of a textbox.

An example progressbar for it:

```
pb_volume =  widget({ type = "progressbar", name = "pb_volume", align = "right" })
pb_volume.width = 12
pb_volume.height = 1
pb_volume.border_padding = 1
pb_volume.border_width = 1
pb_volume.ticks_count = 8
pb_volume.gap = 0
pb_volume.vertical = true

pb_volume:bar_properties_set("vol",
{
  ["bg"] = "#000000",
  ["fg"] = "green",
  ["fg_center"] = "yellow",
  ["fg_end"] = "red",
  ["fg_off"] = "black",
  ["border_color"] = "#999933",
  ["min_value"] = 0,
  ["max_value"] = 100,
  ["reverse"] = false
})
```

Note: You need to replace **every** occurence of the old widget name (e.g. in the keybindings) with the new name
(**pb_volume**)

Replace the 3 lines in the original volume(...) function to do stuff on the progressbar, rather than tweaking 'text':

```
1. volume = volume .. "%"          --replace with (set 'normal' bg color):

   widget:bar_properties_set("vol", {["bg"] = "#000000"})

2. volume = volume .. "M"          --replace with (set 'mute' bg color):

   widget:bar_properties_set("vol", {["bg"] = "#cc3333"})

3. widget.text = volume           --replace with (just set the value what has to be shown):

   widget:bar_data_add("vol", volume)
```

tweak the number of ticks (maybe even the height of the widget) to get a not shrunken widget.

I have a good result with 7. (with 6 the widget is shrunken too much. With 8 it can't get drawn (the box will still get drawn!)).

Screenshot:

Example.png

Farhavens mod

I myself have also modded this widget to display a an ASCII bar instead of the simple number display. The bar looks like this:

```
-[||||-----]+
```

The new code for the volume function would be:

```
function volume (mode, widget)
    local cardid  = 0
    local channel = "Master"
    if mode == "update" then
        local status = io.popen("amixer -c " .. cardid .. " -- sget " .. channel):read("*all")

        local volume = tonumber(string.match(status, "(%d?%d?%d)%%"))

        status = string.match(status, "%[(o[^%]]*)%]")

        local color = "#FF0000"
        if string.find(status, "on", 1, true) then
            color = "#00FF00"
        end
        status = ""
        for i = 1, math.floor(volume / 10) do
            status = status .. "|"
        end
        for i = math.floor(volume / 10) + 1, 10 do
            status = status .. "-"
        end
        status = "-[" ..status .. "]+"
        widget.text = "<span color=\"" .. color .. "\">" .. status .. "</span>|"
    elseif mode == "up" then
        os.execute("amixer -q -c " .. cardid .. " sset " .. channel .. " 5%+")
        volume("update", widget)
    elseif mode == "down" then
        os.execute("amixer -q -c " .. cardid .. " sset " .. channel .. " 5%-")
        volume("update", widget)
    else
        os.execute("amixer -c " .. cardid .. " sset " .. channel .. " toggle")
        volume("update", widget)
    end
end
```

Pavel's mod

It avoids calling amixer twice. Also, the invocation is easier. The widget definition:

```
volumecfg = {}
volumecfg.cardid  = 0
volumecfg.channel = "Master"
volumecfg.widget = widget({ type = "textbox", name = "volumecfg.widget", align = "right" })
```

```
        local volume = string.match(status, "(%d?%d?%d)%%")
        volume = string.format("% 3d", volume)
        status = string.match(status, "%[(o[^%]]*)%]")
        if string.find(status, "on", 1, true) then
                volume = volume .. "%"
        else
                volume = volume .. "M"
        end
        volumecfg.widget.text = volume
end
volumecfg.update = function ()
        volumecfg.mixercommand(" sget " .. volumecfg.channel)
end
volumecfg.up = function ()
        volumecfg.mixercommand(" sset " .. volumecfg.channel .. " 5%+")
end
volumecfg.down = function ()
        volumecfg.mixercommand(" sset " .. volumecfg.channel .. " 5%-")
end
volumecfg.toggle = function ()
        volumecfg.mixercommand(" sset " .. volumecfg.channel .. " toggle")
end
volumecfg.widget:buttons(awful.util.table.join(
        awful.button({ }, 4, function () volumecfg.up() end),
        awful.button({ }, 5, function () volumecfg.down() end),
        awful.button({ }, 1, function () volumecfg.toggle() end)
))
volumecfg.update()
```

Add the following to your widget list:

```
volumecfg.widget
```

And try the following key bindings:

```
globalkeys = awful.util.table.join(globalkeys, awful.key({ }, "XF86AudioRaiseVolume",function () volu
globalkeys = awful.util.table.join(globalkeys, awful.key({ }, "XF86AudioLowerVolume",function  () vol
globalkeys = awful.util.table.join(globalkeys, awful.key({ }, "XF86AudioMute",function  () volumecfg.
```

And the following sample hook:

```
awful.hooks.timer.register(60, function ()
        volumecfg.update()
end)
```

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