

# Button Logic Flow Chart

## Forward Play Callback

arguments to mim control:

- action\_button: Forward Play
- mode: Play
- direction: forward
- button image: Pause
- frame to show: next

## Reverse Play Callback

Arguments to mim control:

- action\_button: Reverse Play
- mode: Play
- direction: reverse
- button image: Pause
- frame to show: previous

## Stop Forward Callback

Arguments to mim control:

- action\_button: Stop
- mode: Halt
- direction
- button image: Play
- frame to show: first

## Goto End Callback

Arguments to mim control:

- action\_button: Goto End
- mode: Halt
- button image: Play
- frame to show: last

## Loop On/Off Callback

Arguments to mim control:

- action\_button: Loop
- loop mode: on/off

## Forward Pause Callback

Arguments to mim control:

- action\_button: Forward Play
- mode: Halt
- direction: forward
- button image: Play
- frame to show: next

## Reverse Pause Callback

Arguments to mim control:

- action\_button: Reverse Play
- mode: Halt
- direction: reverse
- button image: Play
- frame to show: previous

## Stop Reverse Callback

Arguments to mim control:

- action\_button: Stop
- mode: Halt
- direction
- button image: Play
- frame to show: last

## Goto Start Callback

Arguments to mim control:

- action\_button: Goto Start
- mode: Halt
- button image: Play
- frame to show: first

## MiM Control Method

- match **action\_button**:
  - **Loop**
    - if loop is on:
      - set loop off
    - if loop is off:
      - set loop on
  - not **Loop**
    - show frame designated by button callback
    - match **mode** (play):
      - match **direction** (forward):
        - match loop (on):
          - if not last frame:
            - advance frame number
          - if last frame:
            - reset frame number to 0
          - call self
        - match loop (off):
          - if not last frame:
            - increment frame number
          - if last frame:
            - set mode: Halt
      - match direction (reverse):
        - match loop (on):
          - if not first frame:
            - decrement frame number
          - if first frame:
            - reset frame number to (last frame)
          - call self
        - match loop (off):
          - if not first frame:
            - decrement frame number
          - if first frame:
            - set mode: Halt
    - match mode (halt):
      - match direction (forward):
        - swap Play Forward image to Play
      - match direction (reverse):
        - swap Play Reverse image to Play