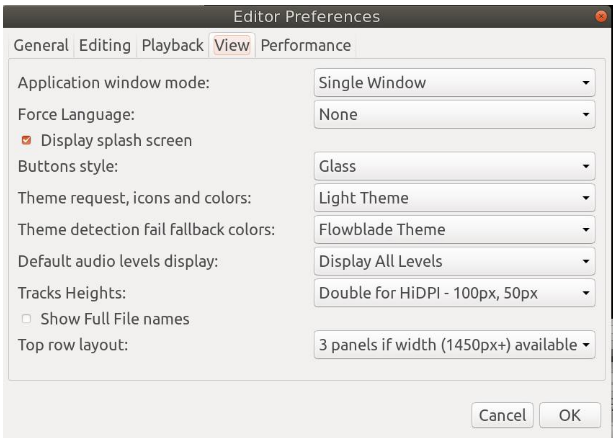
Flowblade

Bigger Buttons patch

Premise

This documentation describes the Bigger Button patch, based on Feature request 694: Give user possibility to increase button size

The button size will be doubled if the preferences → view setting for track heights is set to Double for HiDPI.



Application window mode: Single Window
Force Language: None
☑ Display splash screen
Buttons style: Glass
Theme request, icons and colors: Light Theme
Theme detection fail fallback colors: Flowblade Theme
Default audio levels display: Display All Levels
Tracks Heights: Double for HiDPI - 100px, 50px
☐ Show Full File names
Top row layout: 3 panels if width (1450px+) available

Change to Preference values

The current value for the double track height in preferences contains a spelling error.

For future maintainability I modified this to the correct spelling. This will impact users that currently have the double track height selected when they open Flowblade. All they need to do is open the preferences and reselect the double track height to solve the issue.

Old: double_track_hights
New: double_track_height

File changes

The following files contain changes:
app.py
clipeffectseditor.py
editorpersistance.py
editorwindow.py
glassbuttons.py
guicomponents.py
guiutils.py
keyframeeditor.py
kftoolmode.py
medialog.py
middlebar.py
panels.py
preferenceswindow.py
rendergui.py
tlinewidgets.py

Image changes

In order to display the images with a double size new images had to be created.
The original file name was retained, with a @2 just before the suffix added.

Example: append_clip.png was scaled to append_clip@2.png

New functions

A couple of new functions were added to guiutils.py:

def get_image_name(img_name, suffix = ".png", double_height = False):

This was added to easily get the appropriate image name (Single or double size)

Parameters:

img_name: This should contain the image name WITHOUT the suffix. Eg: append_clip

suffix: This is defaulted to .png which is currently used by all images. If needed a different suffix can be passed when appropriate

double_height: This is defaulted to False (The current default value). Typically the value of editorpersistance.prefs.double_track_height will be passed to the function, but it can be forced to either False or True. It will return the image name with or without the added "@2".

def get_image(img_name, suffix = ".png", force = None):

def get_cairo_image(img_name, suffix = ".png", force = None):

These two were added as helper functions to make the calls to the Gtk.Image.new_from_file and cairo.ImageSurface functions cleaner. These calls are used throughout the program.

Using these two helper functions makes the calling code shorter and it should be easier to maintain.

Parameters:

img_name: As above. The image name without the suffix

suffix: As above. Defaulted to .png

force: This allows the programmer to force the image size to single or double. If not passed the current preference value will be used.

Changes to functions

The function guiutils.get_image_button was modified to use the new get_image function and to display the correct size, based on preferences.

General changes

Throughout the application, where images are used to create buttons, a size_adj fix is used to increase the size of the containers displaying the buttons, to avoid the buttons being cut off.

All areas of changes are marked with the following comment:

Aug-2019 – SvdB – BB

Where new imports are being added the comment will follow the import and the imported file is inserted in the usually alphabetical list of imports.

app.py

Replace double_track_hights by double_track_height

clipeffectseditor.py

Changes were made to create_widgets()

editorpersistance.py

Replace double_track_hights by double_track_height

editorwindow.py

Use new guiutils functions in the CURSOR definitions (Around line 140)
EditorWindow: init: Add size_adj for the tline display. Use guiutils.get_cairo_image
EditorWindow: get_edit_buttons: Add a bottom offset for better positioning of buttons at double size.
Modified names containing COMPONETS to COMPONE**N**TS

glassbuttons.py

import guiutils
Modify MB_BUTTON* values from int to array of ints to allow choosing between different sizes
PlayerButtons: Modify *_icon definitions using the new guiutils functions. Add size_adj
NB: GmicButtons: Sizes have NOT been changed, but the init values have been adapted to use the first value of the arrays

guicomponents.py

MediaPanel: init: use new guiutils functions
get_monitor_view_select_combo: size_adj, use guiutils functions
get_trim_view_select_combo: size_adj, use guiutils functions
BigTCDisplay: init: Adapt display size and font of the timecode display
get_markers_menu_launcher: Add w/h parameters
ToolSelector: draw: use x/y_pos arrays with appropriate sizes to draw the image
HamburgerPressLaunch: init: size_adj, y_adj. Use guiutils
MonitorSwitch: init: WIDTH/HEIGHT calculation. Use guiutils functions. draw: Adapt offsets for better display

guiutils.py

import cairo
import editorpersistance
def get_image_name
def get_image
def get_cairo_image
Modified get_image_button

keyframeeditor.py

ClipEditorButtonsRow: init: use guiutils functions.
GeometryEditorButtonsRow: init: size_adj, guiutils functions.

kftoolmode.py

load_icons: use guiutils

medialog.py

import editorpersistance
get_media_log_events_panel: use guiutils.get_image_name and get_image. Add size_adj

middlebar.py

_create_buttons: Added size_adj. Removed IMG_PATH (No longer needed). Use guiutils.get_cairo_image
Modified names containing COMPONETS to COMPONE**N**TS

panels.py

import editorpersistance
get_media_files_panel: Add size_adj. Use guiutils.get_cairo_image for pixbuf images

preferenceswindow.py

_view_prefs_panel: Changed double_track_hights to double_track_height

rendergui.py

import editorpersistance
render_progress_dialog: change icon_size if double height.
RenderArgsPanel: init: change icon sizes if double height
RenderEncodingPanel: init: Use guiutils.get_image

tlinewidgets.py

_draw: Added size_adj and a 4th triangle for double height