Patch Documentation

For Program	Flowblade
Type of Patch	Enhancement
Subject	Single Play / Pause button
Version	0.2
Date	02-Jul-2016
Patch Author	Steven van de Beek (svdbeek@rivinfo.com)
Description of the patch	Allow the user to opt for a single Play/Pause button instead of the standard Play + Stop button in the editor window.
The option can be toggled in the Edit → Preferences dialog in the Editing tab.
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.
An additional change was made to get rid of a Gtk warning message in preferenceswindow.py (See details there).
All changes are marked with # Jul-2016 - SvdB

Table of Contents

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

editorwindow.py

glassbuttons.py

movemodes.py

preferenceswindow.py

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

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.

Module	**editorwindow.py**
Description	Changes were made to allow using the single play/pause button.
Details	connect_player was modified around lines 877.

Flowblade Patch Documentation

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.

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.

Flowblade Patch Documentation

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 <mark>"GtkDialog mapped without a transient parent. This is discouraged."</mark>
Details	preferences_dialog was modifed around line 60 to get rid of the warning message.
	_edit_prefs_pane was modified around lines 183, 198, 210 and 216.