

Allow vector fonts in rolled-up playlist

January 19, 2015 17:28 - Sergei Sinyak

Status:	Rejected	Start date:	January 19, 2015
Priority:	Trivial	Due date:	
Assignee:		% Done:	0%
Category:	plugins/skins	Estimated time:	0.00 hour
Target version:			
Affects version:	3.5.2		

Description

Hi! Recently discovered that playlist always use bitmap fonts.
I wrote patch, that add this functionality. I don't whether it's a feature or a bug.
Here is my patch.

```
--- src/audacious-plugins-3.5.2/src/skins/ui_playlist.c.old 2015-01-19 16:58:45.000000000 0300
++ src/audacious-plugins-3.5.2/src/skins/ui_playlist.c 2015-01-19 19:12:52.759049384 +0300
@ -595,7 +595,11 @ {
gint w = config.playlist_width, h = config.playlist_height;

- playlistwin_sinfo = textbox_new (w - 35, "", NULL, config.autoscroll);
+ char * font = aud_get_str ("skins", "playlist_font");
+ playlistwin_sinfo = textbox_new (w - 35, "", config.mainwin_use_bitmapfont ? NULL :
+ font, config.autoscroll);
+ str_unref (font);
+
window_put_widget (playlistwin, TRUE, playlistwin_sinfo, 4, 4);

playlistwin_shaded_shade = button_new (9, 9, 128, 45, 150, 42, SKIN_PLEDIT, SKIN_PLEDIT);
@ -614,7 +618,7 @
    window_put_widget (playlistwin, FALSE, playlistwin_close, w - 11, 3);
    button_on_release (playlistwin_close, (ButtonCB) playlistwin_hide);

- char * font = aud_get_str ("skins", "playlist_font");
+ font = aud_get_str ("skins", "playlist_font");
playlistwin_list = ui_skinned_playlist_new (w - 31, h - 58, font);
window_put_widget (playlistwin, FALSE, playlistwin_list, 12, 20);
str_unref (font);
```

History

#1 - January 19, 2015 17:29 - Sergei Sinyak

I'm taking about analogue of mainwin_info in playlist - playlistwin_sinfo. It appears when playlist is rolled.

#2 - January 23, 2015 02:17 - John Lindgren

- Tracker changed from Bug to Feature
- Subject changed from bitmap fonts in playlist to Allow vector fonts in rolled-up playlist

#3 - December 02, 2019 20:57 - John Lindgren

- Status changed from New to Rejected

The problem is that the rolled-up playlist is usually too small to display a vector font legibly.

The skinned UI really needs a new maintainer. None of the current core developers seem to have much interest in improving it. Closing.

Files

ui.patch	1.15 KB	January 19, 2015	Sergei Sinyak
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