Rich custom GUI with Glade and CSS

by Juan Pablo Ugarte
GNOME 2.10 screenshot showing Rhythmbox, GThumb, gedit and Nautilus
XMMS/Audacious
Winamp classic interface

Audacious
Gtk Interface
**White Rabbit**
Season 1 Episode 5  
Released: 2004  
Category: Drama

As the eye opens, we see a trickle of blood beginning to flow from a cut just above it. We pull back to see a boy laying flat on his back. Beside him another boy is being ruthlessly beaten against a school yard fence. "Walk away now and you won't get your ass kicked," says the bully...

<table>
<thead>
<tr>
<th>Episode</th>
<th>Name</th>
<th>Show</th>
<th>Season</th>
<th>Time</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Pilot</td>
<td>Lost</td>
<td>1</td>
<td>52 min</td>
<td>As the eye opens, we see a man walking through the mud square</td>
</tr>
<tr>
<td></td>
<td>Pilot, part 2</td>
<td>Lost</td>
<td>2</td>
<td>52 min</td>
<td>As the eye opens, we see a man walking through the forest, toes...</td>
</tr>
<tr>
<td>2</td>
<td>Tabula Rasa</td>
<td>Lost</td>
<td>2</td>
<td>53 min</td>
<td>As the eye opens, we see a man walking through the forest...</td>
</tr>
<tr>
<td>3</td>
<td>Walkabout</td>
<td>Lost</td>
<td>2</td>
<td>51 min</td>
<td>As the eye opens, we see a man walking through the forest, mud square...</td>
</tr>
<tr>
<td>1</td>
<td>White Rabbit</td>
<td>Lost</td>
<td>3</td>
<td>52 min</td>
<td>As the eye opens, we see a man walking through the forest, mud square...</td>
</tr>
<tr>
<td>2</td>
<td>Rising Sun</td>
<td>Lost</td>
<td>3</td>
<td>50 min</td>
<td>As the eye opens, we see a man walking through the forest, mud square...</td>
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SyncTV Desktop Player - Gtk 2.0

White Rabbit
Season 1 Episode 5  Released: 2004  Category: Drama
As the eye opens, we see a trickle of blood beginning to flow from a cut just above it. We pull back to

Babar
Season 1 Episode 1  Released: 01/03/89  Category: Animation Rating:
This story begins to tell the classic tale of Babars early life with his mother and all the other elephants in the jungle, and how his life is shattered when a hunter kills his Mother and he must cope on his own.

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<td>1</td>
<td>23:14</td>
<td>This</td>
</tr>
<tr>
<td>15</td>
<td>School Days</td>
<td>Babar</td>
<td>2</td>
<td>23:14</td>
<td>King E</td>
</tr>
<tr>
<td>17</td>
<td>King Tuttle's Vote</td>
<td>Babar</td>
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</tr>
<tr>
<td>18</td>
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<td>2</td>
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<td>When</td>
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<tr>
<td>19</td>
<td>Peer Pressure</td>
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<td>Babar</td>
</tr>
<tr>
<td>21</td>
<td>Rhino War</td>
<td>Babar</td>
<td>2</td>
<td>23:14</td>
<td>When</td>
</tr>
<tr>
<td>22</td>
<td>Double The Guards</td>
<td>Babar</td>
<td>2</td>
<td>23:14</td>
<td>Think</td>
</tr>
<tr>
<td>29</td>
<td>To Tell or Not to Tell</td>
<td>Babar</td>
<td>3</td>
<td>23:14</td>
<td>When</td>
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Enough with the screenshots!

- Case Study: Baccarat display for Casinos
- Artist mockup
- CSS implementation
- Final Product
Use images for:
- Logo
- Backgrounds
- Icons

CSS for:
- all text
- custom elements (frames and grid)
Implementing Bet Frame

```
.font_bet {
    color: #47423f;
    font-size: 44px;
    font-weight: bold;
}

+ GtkFrame.frame_bet {
    border: 6px solid;
    border-color: #c1c0bf;
    border-radius: 24px;
    background-color: white;
    box-shadow: 2px 2px 4px black inset;
}
```

MIN: 10
MAX: 50
GtkFrame.frame_grid {
    border: 8px solid #c1c0bf;
    border-radius: 32px;
    background-image: -gtk-gradient (linear, left top, right bottom, from(#9d9a99), to(#d6d5d4));
    box-shadow: 2px 2px 2px grey inset;
}

GtkGrid.frame_grid > GtkImage {
    box-shadow: 2px 2px 2px grey inset;
}

GtkImage.grid_child_odd {
    background-color: #ededeb;
}
@keyframes player_transition {
  0%  { background-image: none;}
  100% { background-image: url("blue.png");}
}

GtkImage.grid_top_left {
  border-radius:
  22px 0px 0px 0px;
}

GtkImage.grid_top_right {
  border-radius:
  0px 22px 0px 0px;
}

GtkImage.grid_bottom_left {
  border-radius:
  0px 0px 0px 22px;
}

GtkImage.grid_bottom_right {
  border-radius:
  0px 0px 22px 0px;
}

GtkGrid.frame_grid > GtkImage.bg_player_anim {
  animation: player_transition .5s 1 linear;
}
Finished Product
xjuan@Xjuan:~/sources/glade$ git checkout master
xjuan@Xjuan:~/sources/glade$ git rebase css

/*
 * TODO:
 *
 * Add a way to disable CSS animations in the workspace.
 *
 * Add <style type="text/css" href="file.css"> to GtkBuilder????????
 *
 */

while (slow ())
    make_it_faster ();
BTW this presentation was made with Glade and CSS
Thank You

Gracias

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jpu@gnome.org
Blog: blogs.gnome.org/xjuan
IRC: xjuan

Handout:
http://people.gnome.org/~jpu/docs/
/2013-GUADEC/