

Rich custom GUI with Glade and CSS

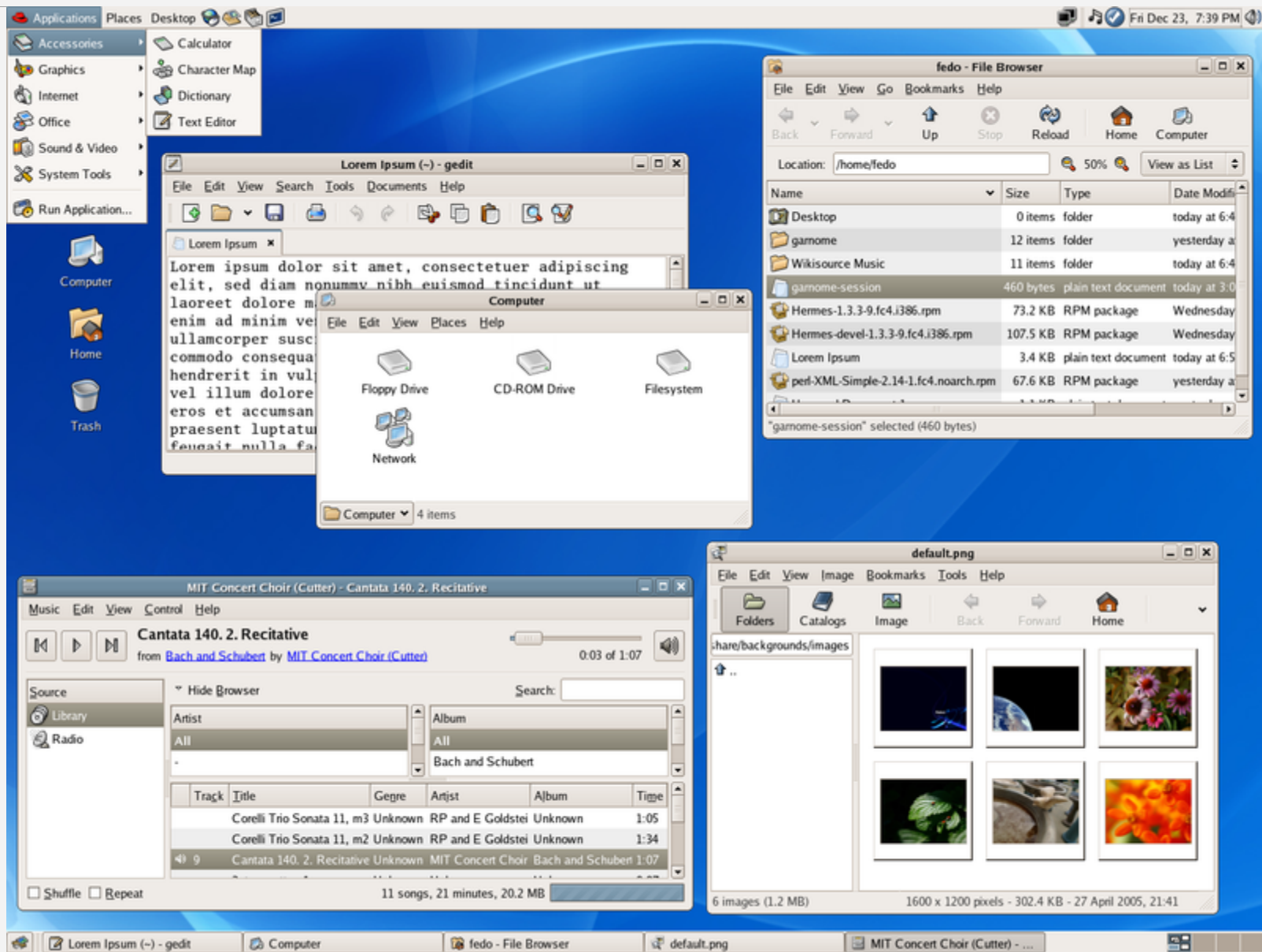
by Juan Pablo Ugarte



GUADEC 2013

Brno, Czech Republic

August 1 - 8

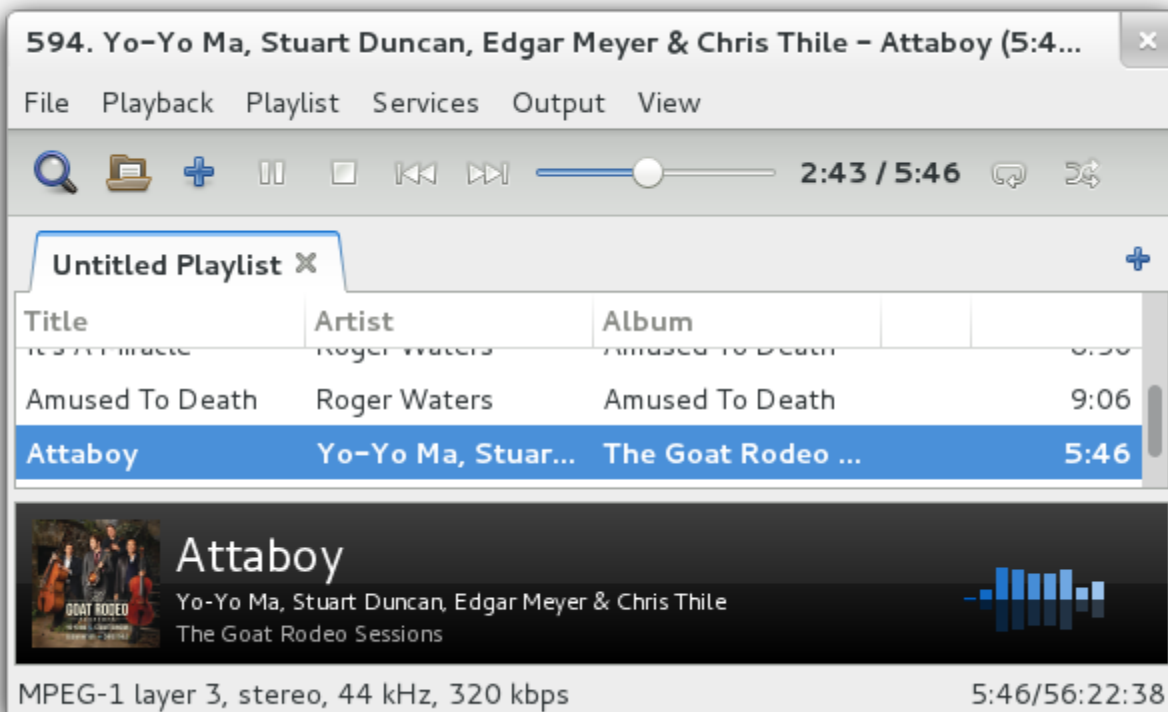


GNOME 2.10 screenshot showing Rhythmbox, GThumb, gedit and Nautilus



XMMS/Audacious
Winamp classic interface

Audacious
Gtk Interface



SYNCTV File Edit View Playback Help
Desperate Housewives 6 Episodes

- All Shows
- Desperate Housewives
- Six Feet Under
- Haven't Seen Yet
- My Shows
- Bucket 5

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...

Episode	Name	Show	Season	Time	Description
1	Pilot	Lost	1	52 min	As the eye opens, we see a man walking through the mud sq...
	Pilot, part 2	Lost	2	52 min	As the eye opens, we see a man walking thh the forest, toes...
2	Tabula Rasa	Lost	2	53 min	As the eye opens, we see a man walking through the fo mes...
	3	Walkabout	2	51 min	As the eye opens, we see a man walking tthe forest, mud...
	1	White Rabbit	3	52 min	As the eye opens, we see a man walking tthe forest, mud squi...
	2	Rising Sun	3	50 min	As the eye opens, we see a man walking thrhe forest, mud sq...

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SyncTV

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Volume



SyncTV artist design

SYNCTV
File Edit View Playback Help

Desperate Housewives

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SYNCTV
File Edit SyncTV Playback Help

All shows

72 episodes

- All Shows
- Babar
- Extreme Dinosaurs
- Mythic Warriors
- Pocket Dragon Adventure
- Untitled Playlist 1

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.

Episode	Name	Show	Season	Time	Descr
1	Babar's First Step	Babar	1	23:14	This s
15	School Days	Babar	2	23:14	King B
17	King Tuttle's Vote	Babar	2	23:14	Rataxe
18	Elephant Express	Babar	2	23:14	When
19	Peer Pressure	Babar	2	23:14	King B
20	Tour De Celesteville	Babar	2	23:14	Babar
21	Rhino War	Babar	2	23:14	When
22	Double The Guards	Babar	2	23:14	Thinki
29	To Tell or Not to Tell	Babar	3	23:14	When

Library

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SYNCTV File Edit View Playback Help
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SYNCTV File Edit SyncTV Playback Help
All shows 72 episodes

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- Untitled Playlist 2

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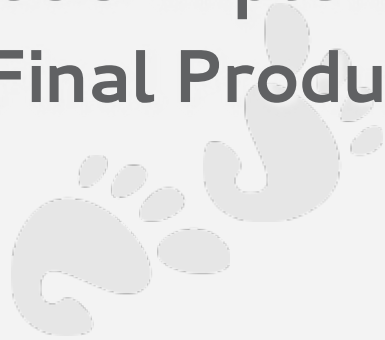
Episode	Name	Show	Season	Time
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15	School Days	Babar	2	23:14
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18	Elephant Express	Babar	2	23:14
19	Peer Pressure	Babar	2	23:14
20	Tour De Celesteville	Babar	2	23:14
21	Rhino War	Babar	2	23:14
22	Double The Guards	Babar	2	23:14

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Volume

Enough with the screenshots!

- **Case Study: Baccarat display for Casinos**
- **Artist mockup**
- **CSS implementation**
- **Final Product**

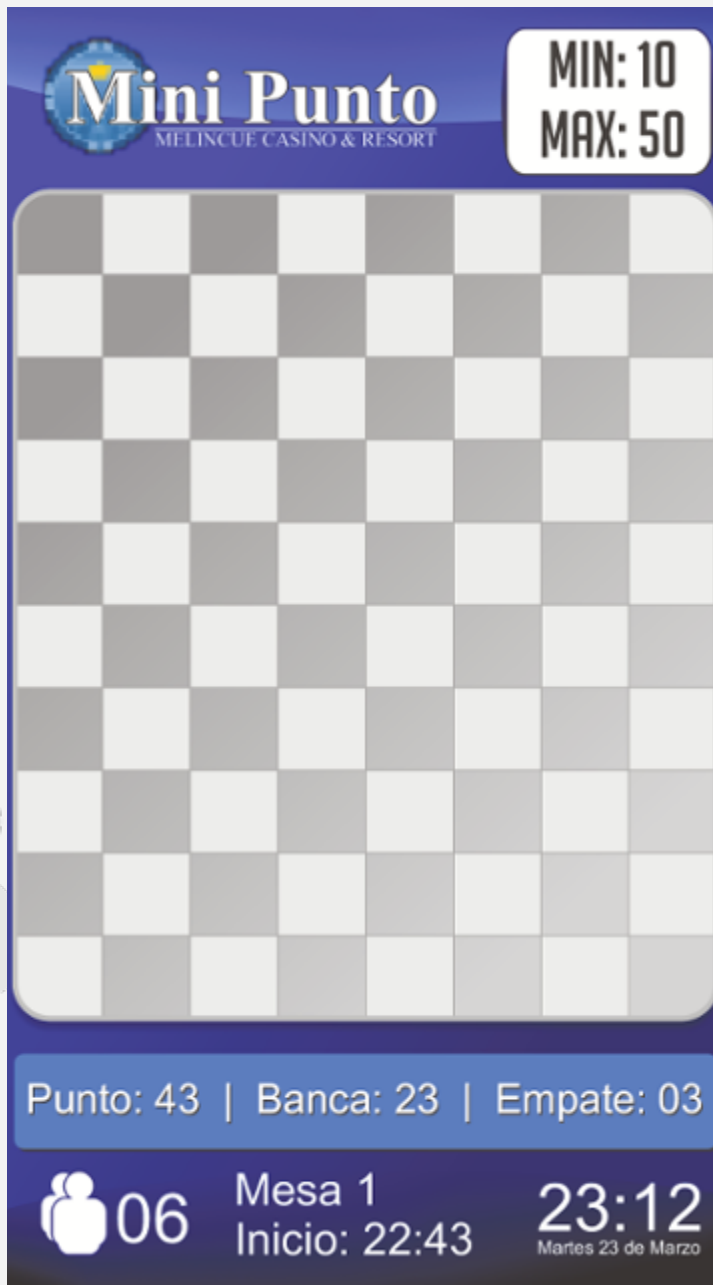


Use images for:

- Logo
- Backgrounds
- Icons

CSS for:

- all text
- custom elements (frames and grid)



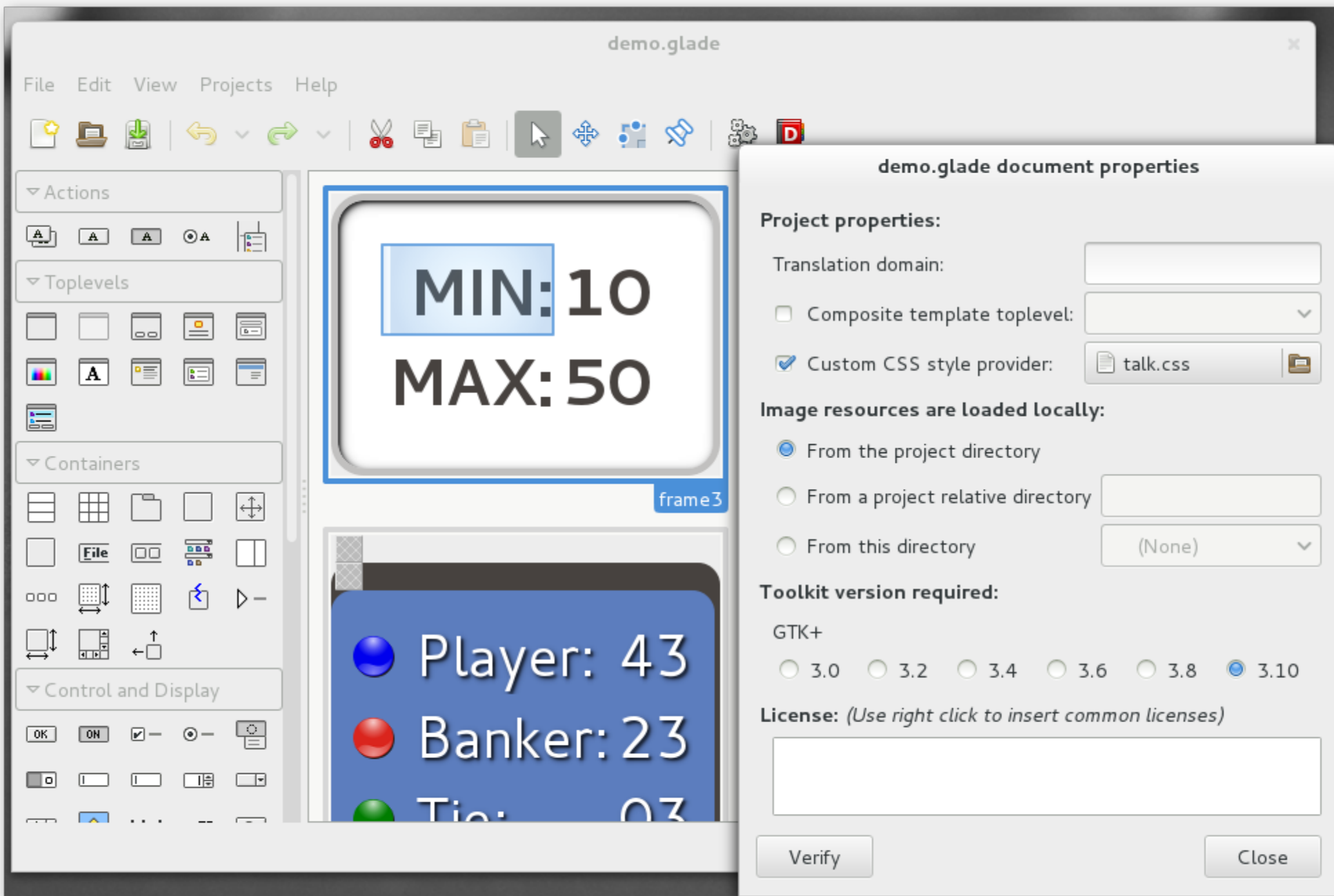
<< Min/Max Bet Frame

<< Play Grid

<< Information Frame

The screenshot displays the Glade GUI designer interface for a file named "demo.glade". The interface is divided into several sections:

- Menu and Toolbar:** Located at the top, featuring a menu with "File", "Edit", "View", "Projects", and "Help", and a toolbar with various icons for file operations and editing.
- Left Panel (Toolbox):** Contains three sections:
 - Actions:** Includes icons for text alignment and bullet points.
 - Toplevels:** Shows various window and dialog box templates.
 - Containers:** Displays icons for different widget containers like frames, grids, and panes.
 - Control and Display:** Provides icons for standard UI controls such as buttons, checkboxes, and spinners.
- Central Canvas:** Shows a visual representation of the GUI. It features two main frames:
 - frame3:** A rectangular frame containing two text labels: "MIN: 10" and "MAX: 50".
 - info_frame4:** A larger frame containing three colored circles with associated text:
 - A blue circle next to "Player: 43".
 - A red circle next to "Banker: 23".
 - A green circle next to "Tie: 03".
- Right Panel (Widget Hierarchy and Attributes):**
 - Widget Hierarchy:** A tree view showing the structure of the GUI. It starts with "frame3" (GtkFrame), which contains a "grid3" (GtkGrid). The grid contains three "label" widgets: "label8" (GtkLabel), "label10" (GtkLabel), and "min_bet_label1" (GtkLabel). The "label8" widget is currently selected.
 - Widget Attributes:** A panel for configuring the selected widget. It has tabs for "General", "Packing", "Common", and "Signals". The "Common" tab is active, showing the "Widget Attributes" section. The "Widget name" field is empty, and the "Style Classes" field contains "font_bet".



```
.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;  
}
```

=



```
GtkFrame.frame_shadow {  
  border: 0px;  
  padding: 0px 4px 4px 0px;  
  border-radius: 16px;  
  background-color: #47423F;  
}
```

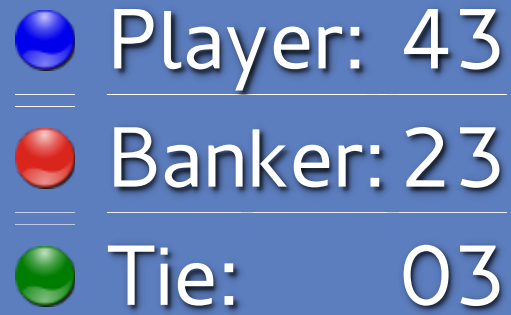
+

```
GtkFrame.frame_default {  
  border: 0px; padding: 0px;  
  border-radius: 16px;  
  background-color: #5c7dbe;  
}
```

+

```
.font_default {  
  color: white;  
  font-size: 42px;  
  text-shadow: 2px 2px 2px black;  
}
```

=



Player: 43
Banker: 23
Tie: 03

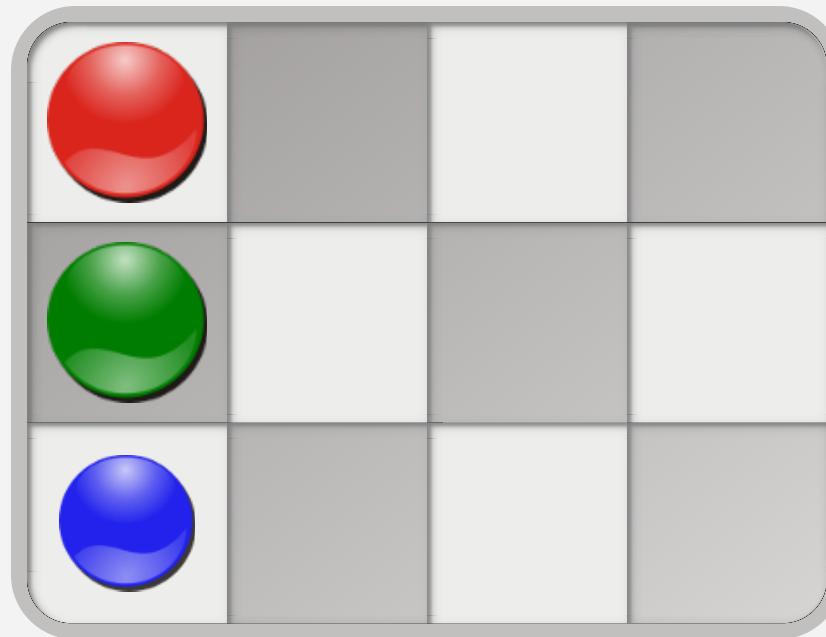
```
GtkFrame.frame_grid {  
  border: 8px solid #c1c0bf;  
  border-radius: 32px;  
  background-image: -gtk-gradient (linear,  
    left top, right bottom,  
    from(#9d9a99), to(#d6d5d4));  
  box-shadow: 2px 2px 2px grey inset;  
}
```

```
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;  
}
```

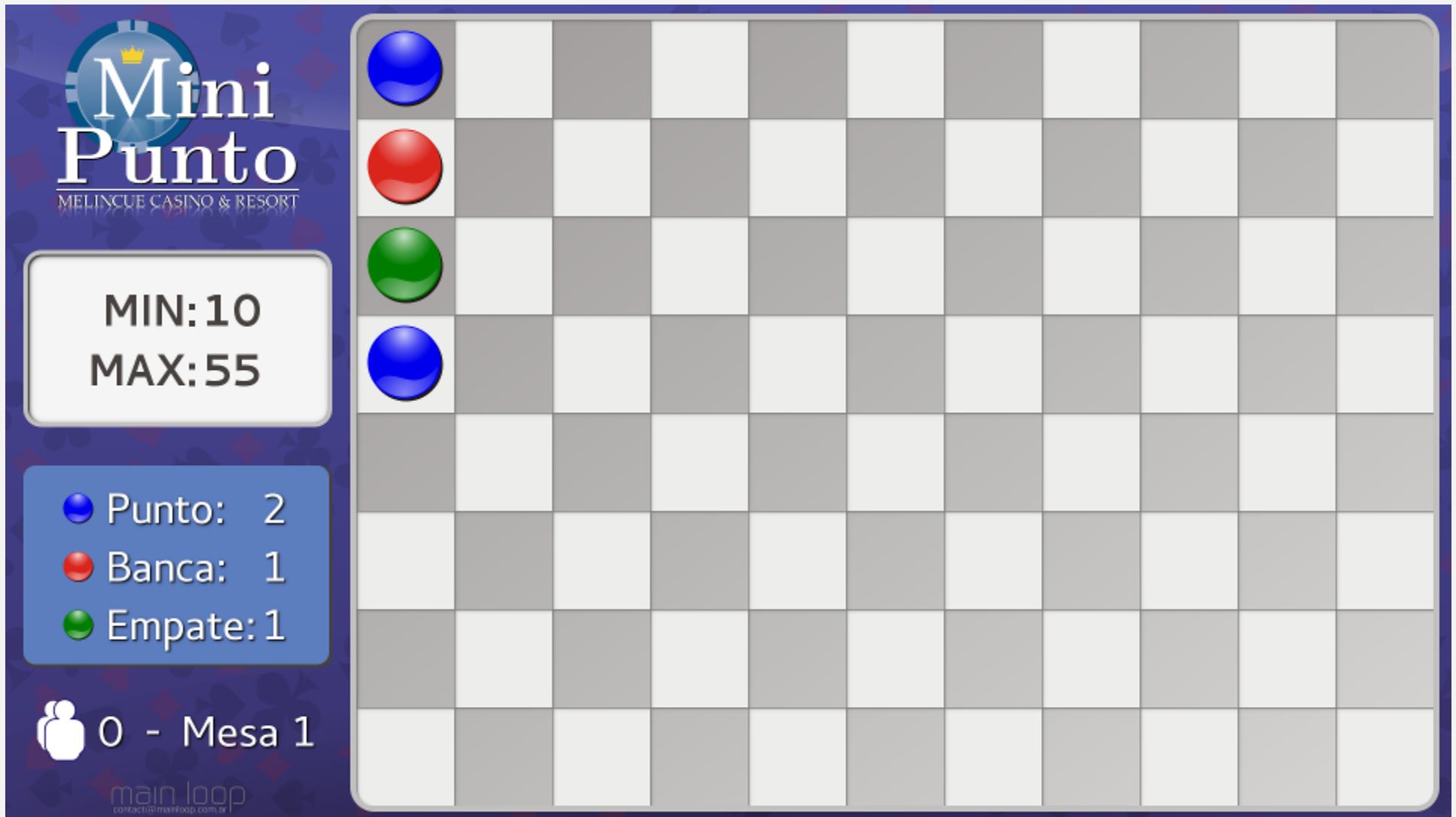
```
GtkImage.grid_bottom_left {  
  border-radius:  
    0px 0px 0px 22px;  
}
```



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

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

```
GtkGrid.frame_grid > GtkImage.bg_player_anim {  
  animation: player_transition .5s 1 linear;  
}
```



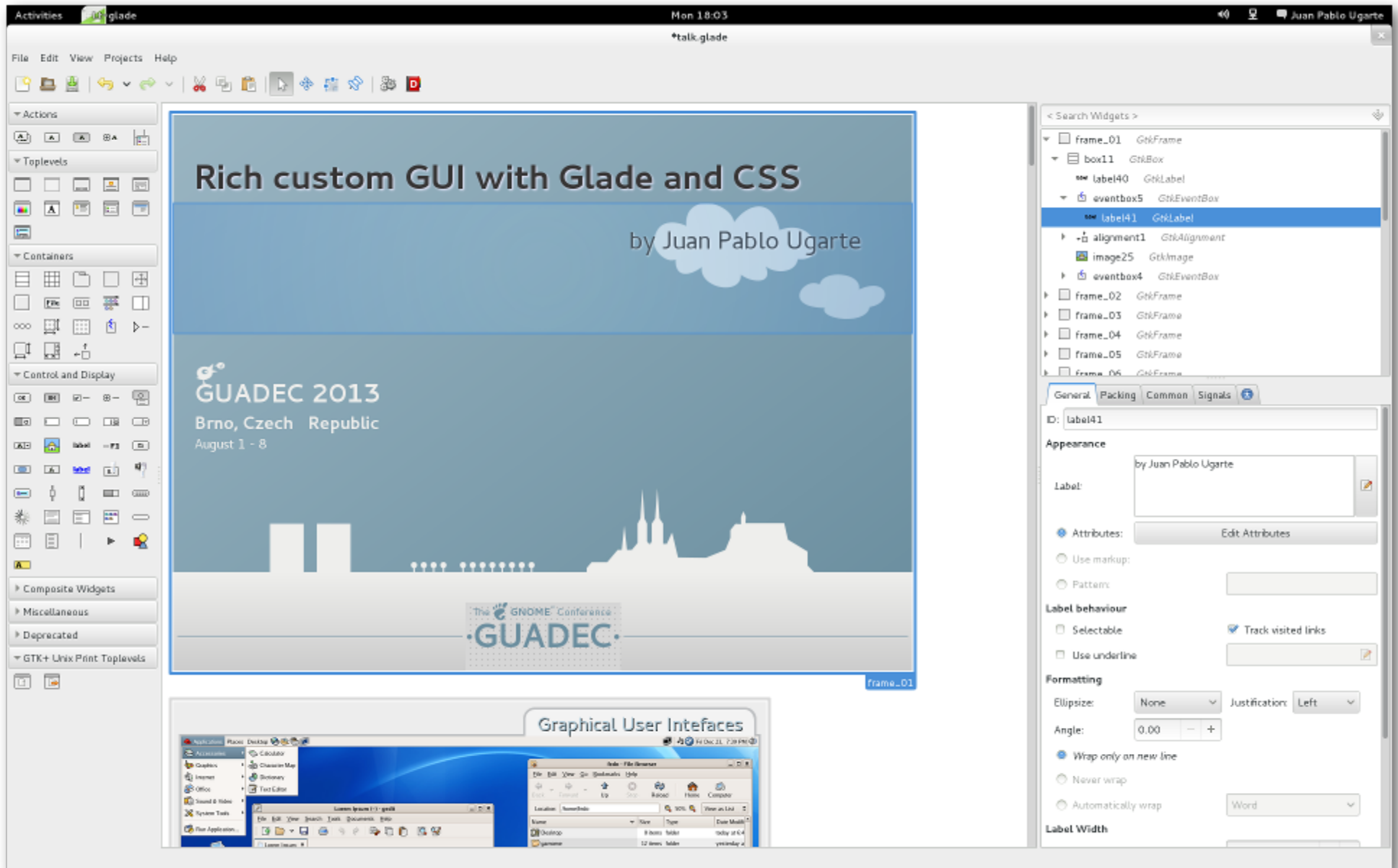
Finished Product

```
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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Handout:

<http://people.gnome.org/~jpu/docs/>

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