
Rivendell Font Management

Fred Gleason

Table of Contents

Overview	1
Accessing Fonts	1
Button Fonts	1
Label Fonts	2
Miscellaneous Fonts	2
The Default Font	2
Examples	3
RDAirPlay	3
RDCartSlots	4
RDAdmin - Configure RDAirPlay	4
RDLibrary - Edit Audio	5
RDCastManager - Uploading Audio	5
RDCastManager - List Carts	6

Overview

Fonts in Rivendell are managed by the `RDFontEngine` class, which generates them based on a set of abstract "roles" from a small group of parameters provided in the `[Fonts]` section of `rd.conf(5)`. The intent is to provide a consistent look-and-feel throughout the various Rivendell user modules while providing a convenient means for local customization.

Accessing Fonts

The simplest method for gaining access to Rivendell fonts is to inherit from one of the following classes:

`RDDialog`
`RDFrame`
`RDPushButton`
`RDWidget`

Each of these classes (as well as `RDFontEngine` itself) provides the following font methods:

Button Fonts

<code>buttonFont()</code>	Font for use in <code>QPushButton</code> widgets used for primary navigation, such as the "OK" and "Cancel" button found in most dialogs in <code>rdadmin(1)</code> .
<code>hugeButtonFont()</code>	Font for use in <code>QPushButton</code> widgets requiring an especially large font, such as the numbered "line" buttons in <code>rdcartslots(1)</code> .
<code>bigButtonFont()</code>	Font for use in <code>QPushButton</code> widgets requiring a large font, such as the "Add", "Move", "Delete" and "Copy" buttons in <code>rdairplay(1)</code> .

`subButtonFont()` Font for use in `QPushButton` widgets used for subsidiary navigation, such as "Select" buttons used to invoke file pickers.

Label Fonts

`bigLabelFont()` Font for use in `QLabel` widgets used for labeling the major UI element in a dialog, such as a `QListView`.

`labelFont()` Font for use in `QLabel` widgets used for item labeling, such as the various output names in the Configure RDAirPlay dialog in **`rdadmin(1)`**.

`sectionLabelFont()` Font for use in `QLabel` widgets used for identifying major sections within a particular dialog, such as the "Channel Assignments", "Log Settings", "Display Settings" and "Start/Stop Settings" sections of the Configure RDAirPlay dialog in **`rdadmin(1)`**.

`subLabelFont()` Font for use in `QLabel` widgets used for sub-item labeling, such as the "Card" and "Port" fields in the Configure RDAirPlay dialog in **`rdadmin(1)`**.

Miscellaneous Fonts

`progressFont()` Font for use in `QProgressBar` widgets used for showing progress on long-running operations, such as posting a podcast in **`rdcastmanager(1)`**.

`bannerFont()` Font for use where a large display font is needed, such as the "L" and "R" channel markers on the waveform display in the Edit Audio dialog in **`rdlibrary(1)`**.

`timerFont()` Font for use in timer displays, such as the one in the Cut Info/Record dialog in **`rdlibrary(1)`**.

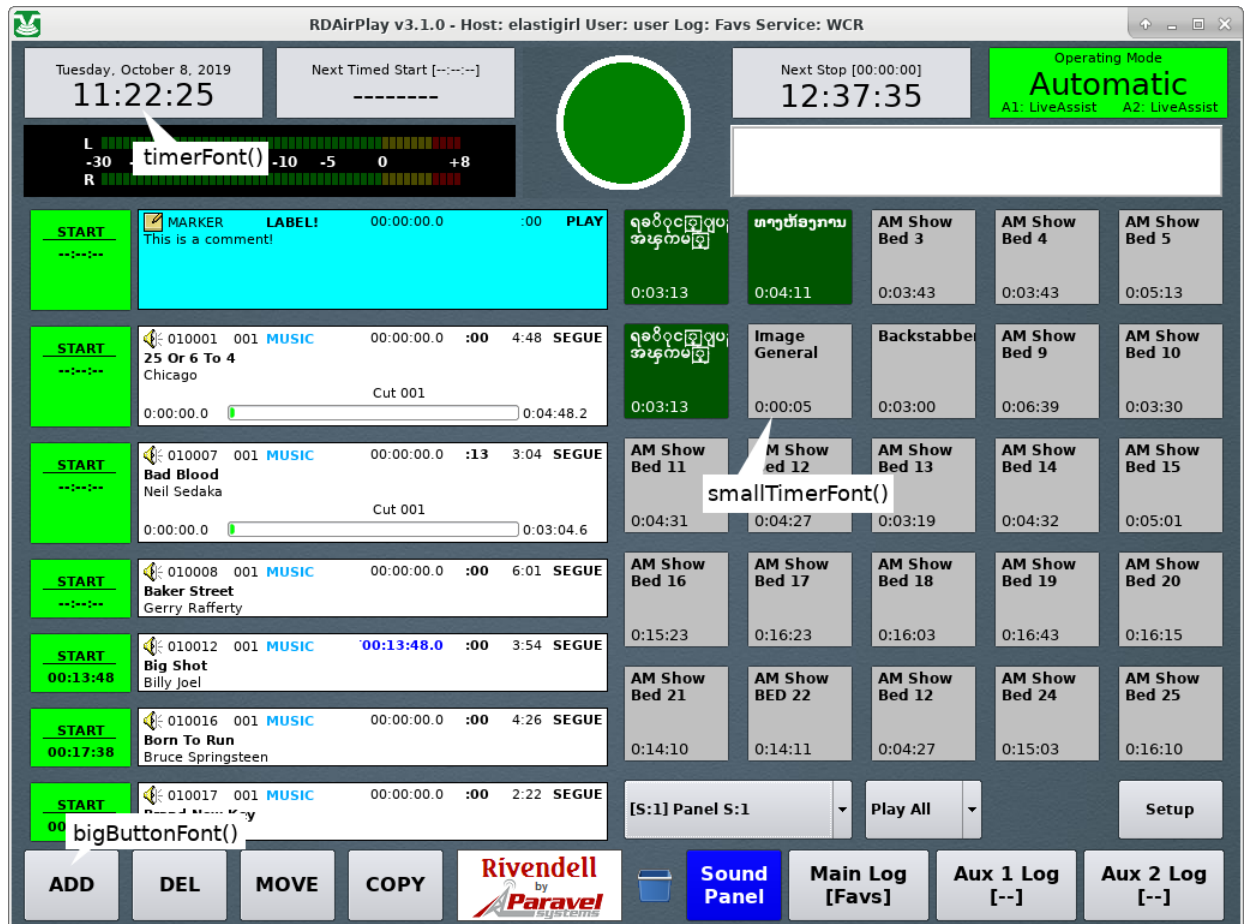
`smallTimerFont()` Font for use in small timer displays, such as the one on SoundPanel buttons in **`rdairplay(1)`**.

The Default Font

The `defaultFont()` method returns a font that can also be obtained by calling the `font()` method of `RDDialog`, `RDFrame`, `RDPushButton` and `RDWidget` classes. As implied by its name, this font will also be assigned by default to any child widgets of those classes. This font should be used for all data element classes (`QLineEdit`, `QComboBox`, `QTextEdit`, etc.)

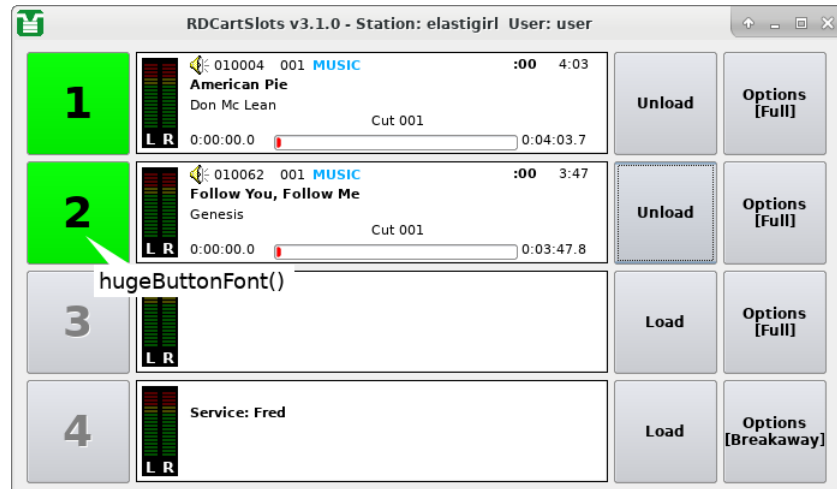
Examples

RDairPlay



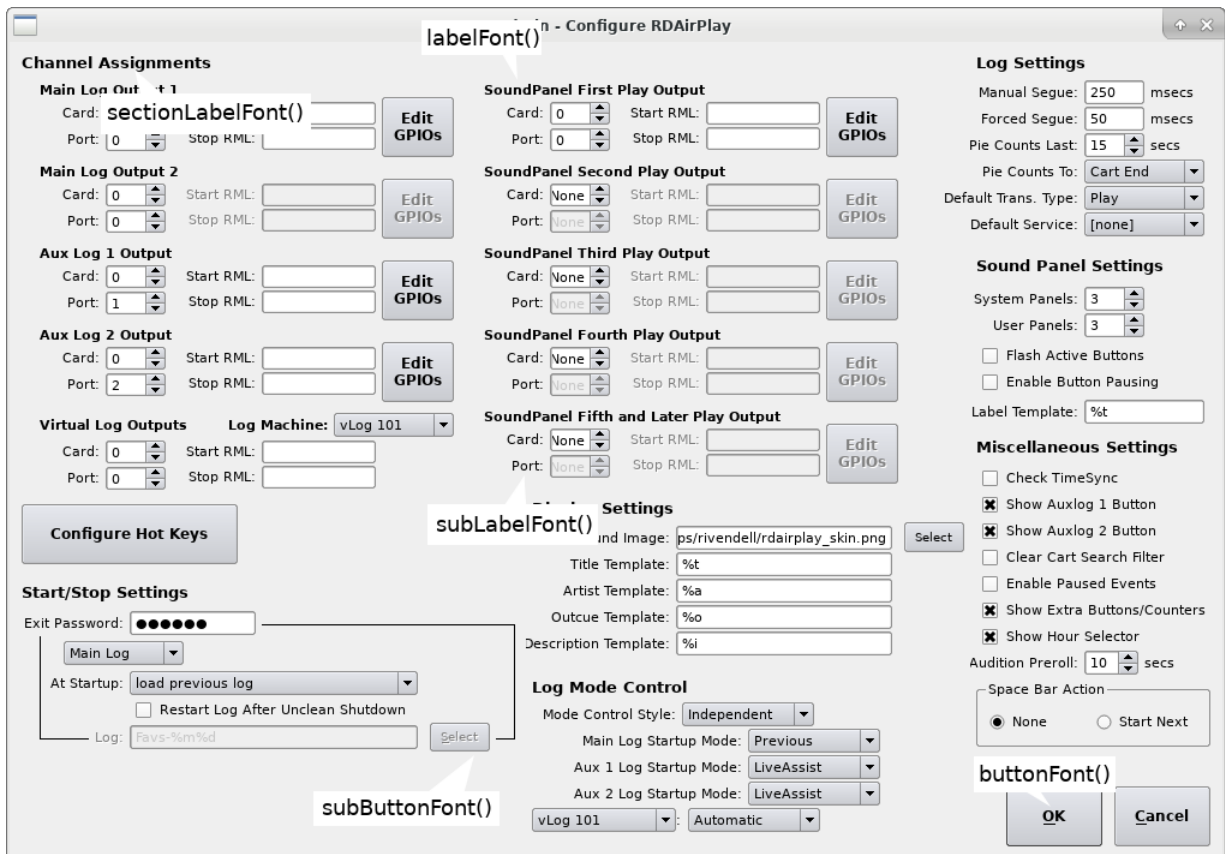
Examples of bigButtonFont(), smallTimerFont() and timerFont()

RDCartSlots



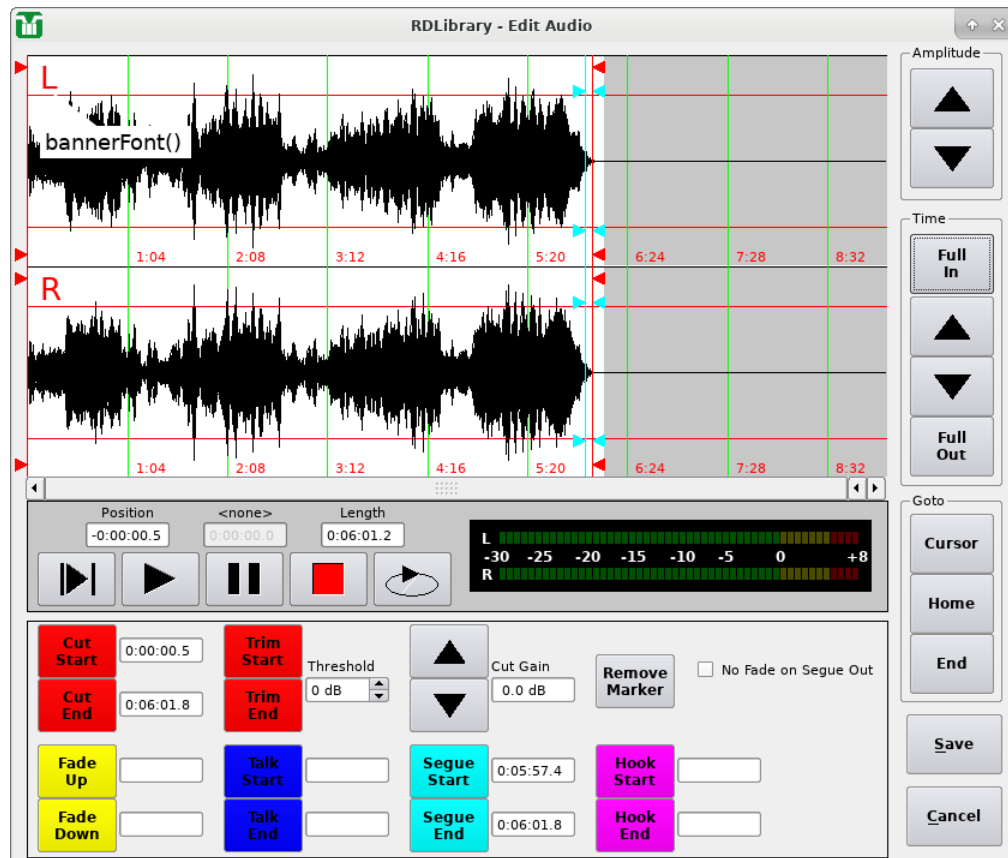
Example of hugeButtonFont ()

RDAdmin - Configure RDAirPlay



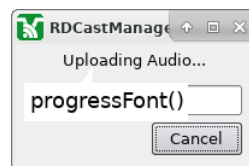
Examples of buttonFont (), subButtonFont (), labelFont (), sectionLabelFont () and subLabelFont ()

RDLibrary - Edit Audio



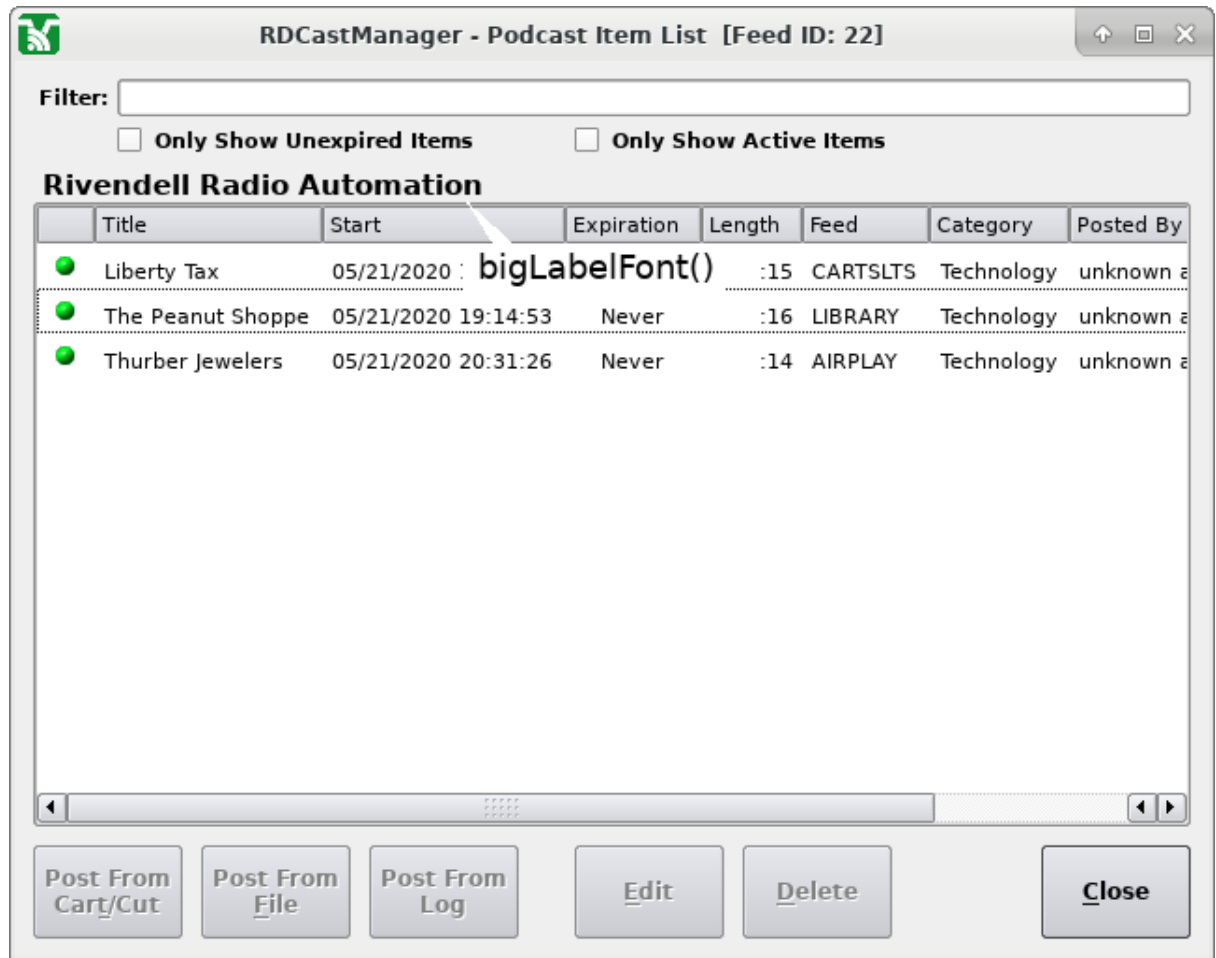
Example of bannerFont()

RDCastManager - Uploading Audio



Example of progressFont()

RDcastManager - List Carts



Example of bigLabelFont()