# Audacious - Feature #715

## dynamic systray icon

April 01, 2017 21:24 - Liviu Andronic

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|---|---|---|---|---|
| **Status:** | Rejected | | **Start date:** | April 01, 2017 |
| **Priority:** | Minor | | **Due date:** | |
| **Assignee:** | | | **% Done:** | 0% |
| **Category:** | plugins/statusicon | | **Estimated time:** | 0.00 hour |
| **Target version:** | | | | |
| **Affects version:** | 3.9 | | | |

### Description

This perhaps one of the most visible issues (for me) in day-to-day usage.

Currently Audacious uses a static icon in the systray, whether it is in Play, Pause or Stop mode. It happens often that I'm confused if something is currently playing (say, silent passage at start / end of track) and I end up doing several rounds of Play / Pause until I figure out what's going on. This is especially true when Audacious is closed to systray.

By comparison, when playing Sonata uses:
  sonata_play.png

when paused:
  sonata_pause.png

and when stopped, the standard icon:
  sonata.png

It would be very useful if Audacious included similar icons and displayed them dynamically depending on its current state.

### History

**#1 - April 14, 2020 14:51 - John Lindgren**

*- Status changed from New to Rejected*

Closing feature requests that have not seen activity in over 3 years

### Files

| | | | | |
|---|---|---|---|---|
| sonata_play.png | 4.83 KB | April 01, 2017 | | Liviu Andronic |
| sonata_pause.png | 4.66 KB | April 01, 2017 | | Liviu Andronic |
| sonata.png | 4.48 KB | April 01, 2017 | | Liviu Andronic |