

Audacious - Feature #755

"Random Skin on Play" feature

November 15, 2017 22:16 - Mark G.

Status:	New	Start date:	November 15, 2017
Priority:	Minor	Due date:	
Assignee:		% Done:	0%
Category:	plugins/skins	Estimated time:	0.00 hour
Target version:	3.10		
Affects version:	3.0		

Description

Hello,
I love Audacious and have used it as my only audio player for a while. But I was wondering if Winamp's old 'random skin on play' feature could either be enabled in a config file, or if this feature might be added in upcoming versions of Audacious. This feature was great in that when engaged, every new song in the playlist would call up a new (and random) skin, keeping the interface fresh and fun. I am sending an attached image for reference. I have 100 old Winamp 2x Skins that work well with Audacious as is, and would be even better if they can be randomly loaded.

Thank you very much in advance for your consideration,
Mark

mark.gillroy@gmail.com

History

#1 - May 03, 2018 06:39 - Jim Turner

I think this should pretty much do it (sorry, the lines in a cpl of the files don't line up due to unrelated differences, but enuf to show the needed changes).

In main.cc(both), I don't believe it's possible to get an infinite loop in the tiny while stmt (to ensure the skin ALWAYS changes, since there must be at least 2 skins installed to trigger), but if you see something there I missed, you might want to add a loop breaker vble. there.

<https://github.com/wildstar84/fauxdacious-plugins/commit/2287cb3de8c3231d950d18f2ba058d84485b1f01>

Regards,

Jim

#2 - June 30, 2018 02:45 - John Lindgren

- Subject changed from "Randon Skin on Play" feature to "Random Skin on Play" feature

Files

Winamp_Preferances_View.jpg

54.9 KB November 15, 2017

Mark G.