# Playlist Editor for Linux RealPlayer

## RealNetworks

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<tr>
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<td>David Bristow</td>
<td>Group:</td>
<td>Player</td>
</tr>
<tr>
<td>Department:</td>
<td>Consumer</td>
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1 Overview

The Playlist Editor for the Linux RealPlayer is a tool for the creation, editing and viewing of playlists. The Playlist Editor supports clips of any type supported by the RealPlayer. It can save files to the .m3u format only and is designed with a focus on audio playlists.

2 Supporting User Scenarios

The following use cases must be satisfied by the playlist
- User creates new playlist from various resources on the computer
- User plays the contents of a playlist continuously in a random order
- User combines multiple playlists
- User uses a playlist at a later time
- User wants to free up some window space but still listen to playlist

3 Requirements

The following requirements must be satisfied by the player Playlist Editor.
- Ability to create, edit, save, delete, copy and combine playlists
- Ability to add files to playlists from different locations including:
  - Folders
  - URLs
  - Favorites – Help Wanted!
  - Currently Playing Clips – Help Wanted!
- Display clip information in an easy to read fashion regardless of clip type
- Support playlist entries of all media types supported by the player
- Focus on creating good music experience
- Use recognized GNome UI design patterns and controls as best as possible
- The feature must be localizable

4 Access Points

This section describes the ways to show the Playlist Editor window.

4.1 From Main Menu

The Playlist Editor can be made visible by using the view menu as shown below in Figure 4-1. When the Playlist Editor is open the menu will display a check. When opened it is brought into focus.
4.2 From Keyboard
Ctrl-E opens and hides the Playlist Editor. This action brings it into focus.

4.3 From Status Bar
There is a playlist button next to the status bar which will open the Playlist Editor as seen below in Figure 4-2. Note the tool tip. When this button is clicked on the playlist is opened and brought into focus. If the playlist editor is already opened it will simply just be brought into focus.

4.4 When out of Focus / Minimized
Table 4-1 below summarizes the affect on the Playlist Editor as a result of using the alt-tab menu or the taskbar. Note that the Playlist Editor is listed in the alt-tab pop up window as a separate item from the RealPlayer and it is not listed on the taskbar.

<table>
<thead>
<tr>
<th>Status Prior to Player Loosing focus / being minimized</th>
<th>Access RealPlayer Using Alt-Tab</th>
<th>Access Playlist Editor using Alt-Tab</th>
<th>Access RealPlayer using Task Bar</th>
</tr>
</thead>
<tbody>
<tr>
<td>Playlist Editor not open</td>
<td>Not open/shown</td>
<td>N/A</td>
<td>Not open/shown</td>
</tr>
<tr>
<td>Playlist Editor open but out of focus</td>
<td>Shown but not in focus</td>
<td>Shown and in focus</td>
<td>Shown but not in focus</td>
</tr>
<tr>
<td>Playlist Editor open and in focus</td>
<td>Shown but not in focus</td>
<td>Shown and in focus</td>
<td>Shown and in focus</td>
</tr>
</tbody>
</table>
4.5 Interaction with Workspaces
There are no special access point considerations affected by using multiple workspaces. If any questions arise refer to the fashion in which this issue is handled by the current release of the RealPlayer with respect to the Manage Favorites Window.

5 Layout / Appearance
The following describes all aspects of the layout of the Playlist Editor.

5.1 Defaults
The following describes the default Playlist Editor layout and appearance.

5.1.1 Default Size
Figure 5-1 below illustrates the default appearance of the Playlist Editor. By default 10 rows of playlist entries are visible without scrolling. As well, Title, Artist, and Album are the only visible columns.

![Figure 5-1: Playlist Editor Default Appearance](image)

5.1.2 Default Layout
When the Playlist Editor is opened for the first time it is opened in focus on top of the RealPlayer main window as seen below in Figure 5-2.
If the main window is close to the edge of the screen then the Playlist Editor’s relative position to the RealPlayer main window will be adjusted such that it is entirely visible as seen below in Figure 5-3.

5.2 Re-opening the Playlist Editor
The following section describes how the Playlist Editor is affected by closing and re-opening the Playlist Editor.

5.2.1 Size/Position
Upon re-opening the Playlist Editor appears in the same size and position that it was prior to being closed

5.2.2 Content
The clips listed in the Playlist Editor prior to closing are listed in the Playlist Editor when it is re-opened.
5.2.3 Highlighted Entries
No clips are highlighted upon re-opening of the Playlist Editor.

5.2.4 Column Widths
When the Playlist Editor is re-opened the column widths used when the Playlist Editor was last used will remain.

5.3 Size Limitations
The Playlist Editor can be resized by the user. The Playlist Editor’s thinnest width is limited by the width of the buttons. Widths that would affect the size or the layout of the buttons cannot be used.

5.4 Columns
Figure 5-4 below illustrates all of the columns used in the Playlist Editor. The bolded font indicates that the indicated entry is now playing.

![Playlist Editor View](image)

Figure 5-4: View of all the Columns

5.4.1 Column Order
The column order cannot be changed.

5.4.2 Column Widths
All of the column widths can be changed by the user.

5.4.3 Text Cropping – Help Wanted!
If the entry in a column is larger than the width of the column the ellipse (…) is used to indicate text is hidden. The ellipse is not used if the size of the Playlist Editor is the cause for the text cropping. As seen below in Figure 5-5 the second entry is cropped by column width and the third entry is cropped by the window size.
5.4.4 Handling Meta Data
When Meta Data is available for these columns it is displayed. If there is no appropriate Meta Data then no information is displayed. The clip file name is used in the Title column in cases when a clip contains no Title Meta Data.

5.5 Interaction with other RealPlayer Windows
This section describes the window layout interaction with other RealPlayer windows.

5.5.1 Main RealPlayer Window
The Playlist Editor is a child of the main RealPlayer window. If these two windows overlap the Playlist Editor will always appear on top of the RealPlayer main window.

5.5.2 Other RealPlayer Windows
All other RealPlayer windows obey the same child principles discussed above. Therefore each of them may appear on top of each other when in focus (including the Playlist Editor) and the main RealPlayer window will always be shown behind them.

6 Behavior
The following section describes all the control interactions possible within the Playlist Editor.

6.1 Buttons
This section specifies the buttons on the Playlist Editor.

6.1.1 Add
Section 6.1.1.2 describes the functionality of the Add button if it were fully implemented. For the upcoming release not all of the functionality of this button will be included. Section 6.1.1.1 describes the functionality that will be included in the upcoming release.

6.1.1.1 Add
Figure 6-1 illustrates the look of the Add button and Figure 6-2 illustrates the Add menu. Refer to sections 6.1.1.2.1 and 6.1.1.2.3 for details about selecting File and Location respectively.
6.1.1.2 Add – Help Wanted!

Figure 6-3 Illustrates the add button when it is selected by the user. This menu is used to select the resource from which to add content to the Playlist Editor. Note that any clips added using this control are added to the end of the list.

6.1.1.2.1 Add File

Selecting this option opens the Add Files dialog which is configured to allow for multiple file selection as seen below in Figure 6-4. The highlighted items are added to the Playlist Editor upon selecting Ok. Users can add all supported media clips including .m3u and .pls files.
6.1.1.2.2 Add Directory – Help Wanted!
Selecting this option opens the Add Directory dialog which is configured to allow for multiple directory selection. It can be seen below in Figure 6-5. All supported clips in the highlighted directories and their sub-directories get added to the playlist.
6.1.1.2.3 Add Location

Selecting this option opens the Open Location dialog as seen below in Figure 6-6. The entered item is added to the Playlist Editor upon selecting Ok.

6.1.1.2.4 Add Favorite – Help Wanted!

Selecting Add Favorite opens the dialog seen below in Figure 6-7. This window is a modified view of the existing Manage Favorites window. Highlighting entries and selecting Add To Playlist will add the favorites to the playlist. Note that this dialog does not allow the user to edit favorites.
6.1.1.2.5 Add Recently Played Clips – Help Wanted!
Selecting Add Recently Played Clips will open the dialog seen below in Figure 6-8. This dialog lists all the clips listed under the File menu the RealPlayer main window. The user can select multiple clips to be added.

6.1.2 Save
Figure 6-9 below illustrates the save playlist dialog. The files are saved as .m3u files only.
6.1.3 Play
Pressing the Play button will start playback of the playlist from the currently highlighted clip. The Play button is disabled if no clip is highlighted. The clip will be played in the RealPlayer main window but focus will not change from the Playlist Editor window to the RealPlayer main window. Note that once playback of a file in the Playlist Editor begins the entry within the playlist editor will be bolded and that when playback of the clip is complete playback will commence on the next file and the bolding will change to indicate this. See Figure 5-4 for a screenshot of this behavior.

6.1.4 Clear List
This button clears the Playback Editor of all entries. There is no prompt to the user asking them to save.

6.1.5 Hide
This button closes the playlist window. If a file from the Playlist Editor was being played upon hiding the window then playback will continue as though the window is still open. Upon re-opening the contents of the Playlist Editor will still be loaded.

6.2 Right-Click
Figure 6-10 shows all of the right click options for entries within the Playlist Editor. The details regarding this menu are valid for single clip selection or multiple clip selection.
Table 6-1 lists the states in which the entries of the right click menu are disabled.

<table>
<thead>
<tr>
<th>Menu Entry</th>
<th>Criteria for Disabling</th>
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<tbody>
<tr>
<td>Play</td>
<td>No Clip Selected</td>
</tr>
<tr>
<td>Cut</td>
<td>No Clip Selected</td>
</tr>
<tr>
<td>Copy</td>
<td>No Clip Selected</td>
</tr>
<tr>
<td>Paste</td>
<td>No valid clipboard content</td>
</tr>
<tr>
<td>Remove</td>
<td>No Clip Selected</td>
</tr>
<tr>
<td>Select All</td>
<td>All clips selected</td>
</tr>
<tr>
<td>Deselect All</td>
<td>No Clip Selected</td>
</tr>
<tr>
<td>Move Up</td>
<td>No Clip Selected or at the top of the list</td>
</tr>
<tr>
<td>Move Down</td>
<td>No Clip Selected or at the bottom of the list</td>
</tr>
<tr>
<td>View Clip Info</td>
<td>No Clip Selected</td>
</tr>
</tbody>
</table>

**6.2.1 Play**

Begins playback of the selected clip in the main window of the RealPlayer. If multiple items are highlighted the top most gets played first. Playback of the entire list is started from the top of the selected items.

**6.2.2 Cut**

Removes the currently highlighted clip(s) from the list but not from the file system and copies it/them to the clipboard. The clip(s) are copied to the clipboard as an m3u file with the name of the first highlighted clip in the selection.

**6.2.3 Copy**

Copies the highlighted clips to the clipboard. The clip(s) are copied to the clipboard as an m3u file with the name of the first highlighted clip in the selection.
6.2.4 Paste
Pastes the content in the clipboard to the list. The clipboard can contain either a clip or an m3u.

6.2.5 Remove
Removes the currently highlighted clip(s) from the list but not from the file system.

6.2.6 Select All
Highlights all clip(s) in the list

6.2.7 Deselect All
Removes highlight from all clip(s) in the list

6.2.8 Move Up/Down
Moves the highlighted clip(s) up or down in the list assuming the clips are not already at the beginning/end of the list.

6.2.9 View Clip Info
Opens the View Clip Info dialog. If multiple clips are highlighted the top most clip’s details are viewed in the dialog.

6.3 Keyboard Control
The following section describes the methods of control using the keyboard.

6.3.1 Delete
Pressing this key removes the highlighted clip(s) from the list.

6.3.2 Cut and Paste Operations
The cut and paste operations listed in the right-click menu can also be performed by the following hotkeys:
- Cut: Ctrl+X
- Copy: Ctrl+C
- Paste: Ctrl+V

6.4 Drag and Drop
The following section describes how drag and dropping of files is handled by the Playlist Editor.

6.4.1 To Playlist Editor
Any files of a supported clip type including m3u and pls files can be dragged and dropped from the file system to the playlist editor.

6.4.2 To File System — Help Wanted!
All clips within the Playlist Editor can be highlighted and dragged and dropped to the file system. They appear as a single m3u file in the file system. The name of the playlist is the name of the top most highlighted clip in the list.
6.4.3 To RealPlayer Main Window—Help Wanted!
Dragging and dropping a clip from the Playlist Editor to the RealPlayer Main window will load that clip for playback as an individual file and not a clip from the playlist. If multiple clips are highlighted and dragged from the Playlist Editor the drag and drop operation to the RealPlayer Main Window will not work.

6.4.4 Moving Clips
Clips can be highlighted within the playlist editor and dragged and dropped to another location within the list.

6.4.5 Position Indication
When clips are moved to the Playlist Editor or to different positions within the Playlist Editor an indicator will appear similar to that in Figure 6-11 depending on the distribution of the operating system.

![Figure 6-11: Sample Position Indicator](image)

The clip(s) will move to the position under the clip that the above cursor is currently on top of.

6.4.6 Canceling Drag and Drop
Any drag and drop operation can be cancelled by the user if they hit the Escape key.

6.5 Interaction with RealPlayer Main Window
This section describes how playback control is handled between the RealPlayer main window and the Playlist Editor.

6.5.1 Normal Playback
During normal playback of a clip in the Playlist Editor the listing of the clip in the playlist editor will appear in bolded text. This bolding is present when the clip is in a state of playback (Play, Pause). In the RealPlayer main window an icon appears in the status bar to indicate the current now playing clip is from the playlist editor. This icon can be seen below in Figure 6-12 and the bolded text can be seen in Figure 5-4.

![Figure 6-12: Status Bar Indicator](image)

6.5.2 Now Playing List
When a clip is loaded for playback from the Playlist Editor it will appear in the Now Playing list. Only the currently loaded track from the Playlist Editor appears in this list not the entire Playlist Editor content.

6.5.3 Next/Previous
When a clip from the Playlist Editor is being played selecting Next or Previous will go to the Next or Previous clip respectively if there exists a clip in that direction.
6.5.4 Continuous Playback

When continuous playback is selected from the Play menu as seen in Figure 6-13 play will continue indefinitely. If the clip being played is from the Playlist Editor then playback will cycle through the Playlist Editor clips indefinitely. The check beside Continuous means that Continuous has been selected.

![Figure 6-13: Continuous Playback](image)

6.5.5 Shuffle Playback

When shuffle is selected from the Play menu as seen in Figure 6-14 the order of clip playback will be random. If the clip being played is from the Playlist Editor then playback will cycle through the Playlist Editor randomly. No clip is repeated until each other one has been played. If the clip being played is not from the Playlist Editor then all the clips under Now Playing will be played randomly. The check beside Shuffle means that shuffle has been selected.
6.5.5.1 Shuffle and SMIL Files
The order of groups within a SMIL file is not affected by selecting Shuffle even if they are displayed as separate items in Now Playing.

6.5.6 Deleting During Playback
If a clip is removed from the Playlist Editor while it is loaded for playback the playlist icon in the status bar remains. The next and previous controls remain associated with the clips they were associated with prior to the deletion unless no clips in that direction exist after the deletion. If the playlist is playing continuously, the removed clip will not be played again the next time that point in the playlist is reached.

7 Restarting RealPlayer
When RealPlayer is restarted the Playlist Editor will be shown if it was open prior to shutting down RealPlayer. Otherwise it will not be open.

8 Preferences
There are no preference settings associated with the Playlist Editor.

9 User Education
There is a button on the Playlist Editor that opens the Helix Community help page in the same fashion as all other existing RealPlayer Help buttons.
10 Issues

Unless community help is offered, the Balto release will not include:

- Adding from Recently Played Clips
- Adding from Favorites
- Persistent window configuration between RealPlayer sessions
- Copy and Paste integration outside the player
- Ellipses on cropped text

11 Modification History

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