Subject: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Oblivion on Tue, 05 Jun 2018 18:59:30 GMT
View Forum Message <> Reply to Message

Hello,

IMO the existing assembly setup dialog is somewhat cumbersome and unintuitive.
I redesigned it around an ArrayCtrl (with row-moving (up/down), and multiselect (for deletion).

Screenshot:

Only three files (ide.lay, BaseDlg.cpp, UppDlg.h) are affected. You can find the zipped files below.
I'd like to hear your thoughts.

Best regards,
Oblivion

File Attachments
1) Ide-Patched-Files.zip, downloaded 447 times

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by mr_ped on Wed, 06 Jun 2018 07:03:43 GMT
View Forum Message <> Reply to Message

I would maybe add on bottom of Nests list some helper buttons to add most common nests, like uppsrc, bazaar, reference, etc... So if you start with blank new assembly, you can just click few times to have basic configuration set up, then you add the extra custom nests.

edit: Overall looks good to me, better then the single text box editing.

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Oblivion on Wed, 06 Jun 2018 07:42:35 GMT
View Forum Message <> Reply to Message

Hello mr_ped,

Quote:
I would maybe add on bottom of Nests list some helper buttons to add most common nests, like uppsrc, bazaar, reference, etc... So if you start with blank new assembly, you can just click few

times to have basic configuration set up, then you add the extra custom nests.

That's easy and reasonable.
My choice would be to add the common nests (uppsrc, bazaar, etc.) as "places" (bookmarks) to the file selector, and run the filesel automatically when a new/empty assembly is being created. This way, we can both keep the interface clean and have the common nests easily selectable.

Best regards,
Oblivion

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Oblivion on Wed, 06 Jun 2018 13:38:25 GMT
View Forum Message <> Reply to Message

Hello,

I've updated the assembly setup patches. Now the default UPP directories show up on the places (bookmarks) panel of the directory selector.

EDIT: Nevermind. This doesn't work. UppGetDirs() apparently returns the nests of the current assembly...

Best regards,
Oblivion

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Oblivion on Wed, 06 Jun 2018 15:19:50 GMT
View Forum Message <> Reply to Message

Ok,

Now all the assembly paths (except the current one) successfully show up on the places (bookmarks) panel of the directory selector.

Best regards.
Oblivion

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Sender Ghost on Wed, 06 Jun 2018 16:26:00 GMT

Hello Oblivion.

Oblivion wrote on Tue, 05 June 2018 18:59IMO the existing assembly setup dialog is somewhat cumbersome and unintuitive
I think, that this may depend from experience of concrete person. There is maybe some purpose for current design. For example, possibility to copy/paste needed string(s).

The current "Assembly setup" dialog allows to configure "Package nests" with using a single EditString.
The ">" button is multi-functional for "Package nests", which allows to:
- Add path for new nest, if cursor after last ";" character or nests are empty
- Change path for selected nest (e.g. between ";" character(s)) otherwise

Oblivion wrote on Tue, 05 June 2018 18:59I redesigned it around an ArrayCtrl (with row-moving (up/down), and multiselect (for deletion).
I think, that possible to implement what you proposed for "Package nests" in a separate window, which invoked on some FrameRight<Button> click (e.g. near ">" button). Attached some patch as example (based on 11983 revision).

File Attachments

1) uppsrc_ide.diff, downloaded 458 times

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Oblivion on Wed, 06 Jun 2018 17:17:31 GMT

Hello Sender Ghost,

Quote:
I think, that this may depend from experience of concrete person. There is maybe some purpose for current design. For example, possibility to copy/paste needed string(s).

Fair point. Its aesthetics certainly has a personal aspect. But the proposed design, I believe, is also functionally better.

It is functionally a drop-in replacement.

Allow me to explain this step by step:

The current "Assembly setup" dialog allows to configure "Package nests" with using a single EditString.
The ">" button is multi-functional for "Package nests", which allows to:

- Add path for new nest, if cursor after last ";" character or nests are empty
- Change path for selected nest (e.g. between ";" character(s)) otherwise

So does the proposed design.
Instead of using a single EditString, it uses an array with per-row directory selectors. Namely, ">" buttons.

This gives us some advantages:

1) Nests can be easily edited and selected. Editing, selecting, or changing the order of the nests in the original design can become tedious if you have, say, 10 nests in an assembly.
2) Since the order of nests are important, arrayctrl allows them to be arranged, rearranged, inserted, deleted, multiselected easily, using both control keys and context menu.
3) Nest selector dialog (the ">" button that appears when a row is edited, is also able to show existing nests on its Places (bookmarks) panel, which makes the new design even more practical.

Quote:
I think, that possible to implement what you proposed for "Package nests" in a separate window, which invoked on some FrameRight<Button> click (e.g. near ">" button). Attached some patch as example (based on 11983 revision).

But this is how the new design works Did you see the first screenshot, or applied the patches?
The second screenshot is simply the directory selector for selecting nests, when the ">" button of an array row is clicked. And it shows how it automatically displays the existing nests.

You can find the latest version of the patched files below.

Best regards,
Oblivion

File Attachments

1) Ide-Patche-Files.zip, downloaded 397 times

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Sender Ghost on Wed, 06 Jun 2018 18:17:36 GMT
View Forum Message <> Reply to Message

Oblivion wrote on Wed, 06 June 2018 17:17Did you see the first screenshot, or applied the patches?
I saw some screenshots and patches.

Oblivion wrote on Wed, 06 June 2018 17:17Instead of using a single EditString, it uses an array with per-row directory selectors. Namely, ">" buttons.
Some benefit of current design is ability to copy/paste "Package nests" as a whole string, for example.

I attached some patch to the previous message, which may add some functionality for current design, instead of replacing it.

Aesthetically, your proposed design may look interesting, of course.

I just tried to compare current and new proposed design, based on some possible use cases.

I guess, there are other people who may decide about such changes, as well as express their opinion about this, if needed.

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Oblivion on Wed, 06 Jun 2018 18:24:18 GMT
View Forum Message <> Reply to Message

Hello Sender_Ghost,
Quote:
I just tried to compare current and new proposed design, based on some possible use cases.

I guess, there are other people who may decide about such changes, as well as express their opinion about this, if needed.

Of course, this is just a proposition, and thank you very much for taking time and commenting on it.
As for the copy paste option you've mentioned: It is really easy to add that too. I'll update the patch asap.

Again, thank you very much!

Best regards,
Oblivion

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Oblivion on Wed, 06 Jun 2018 19:14:12 GMT
View Forum Message <> Reply to Message

Hello,
It should now be possible to copy/paste the selected nests as a semicolon delimited single string.

Best regards,

Oblivion.

File Attachments
1) Ide-Patched-Files.zip, downloaded 414 times

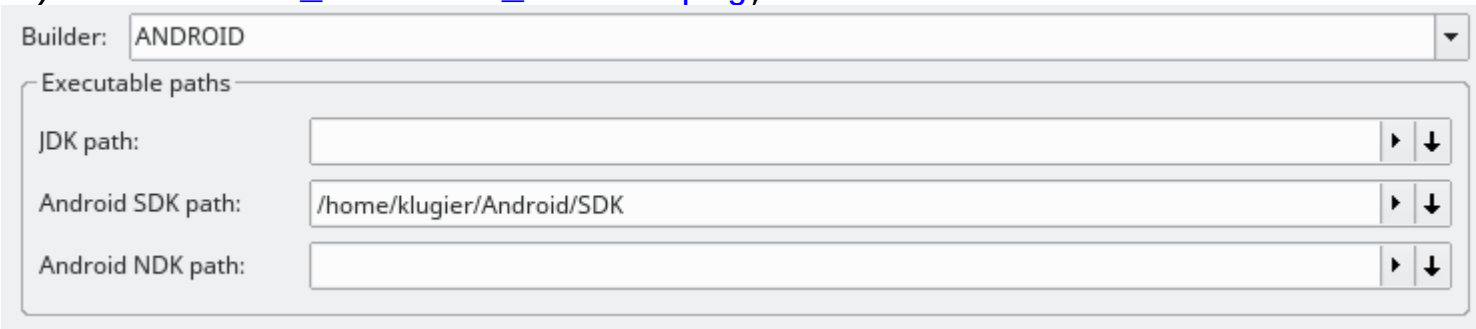
Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Klugier on Fri, 08 Jun 2018 13:48:16 GMT
View Forum Message <> Reply to Message

Hello Oblivion,

I do not like the new UI - it doesn't look great and it is a little bit overwhelming. I believe we should keep it like it is and add the possibility to display nests array in separate Window. The nest still will be displayed as EditString, but it can be modified as ArrayCtrl. I was thinking about adding buttons like we do in Android builder:

Sincerely,
Klugier

File Attachments
1) Screenshot_20180608_154423.png, downloaded 1336 times



Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Oblivion on Fri, 08 Jun 2018 14:53:45 GMT
View Forum Message <> Reply to Message

Hello Klugier,

Thank you for commenting on my proposal!

Quote:
I do not like the new UI - it doesn't look great and it is a little bit overwhelming. I believe we should keep it like it is and add the possibility to display nests array in separate Window. The nest still will

be displayed as EditString, but it can be modified as ArrayCtrl. I was thinking about adding buttons like we do in Android builder:

My main frustration with the original layout is that it makes somewhat harder to modify and reorganize nest paths (especially when there's a handful of them). So, I am actually OK with the EditString as long as there is a way to modify and rearrange the paths easily. Your (and Sender Ghost's) suggestion makes sense.

So maybe my new proposal can be broken into two parts:

1) Add an additional button (as shown in the Android Builder you've posted) that will open a dialog where the nests can be added, deletede, insterted, rearranged, using an arary ctrl.

2) Add the existing assemblies to the places section of the invoked filesel (in arrayctrl rows). Or use the second button to popup a menu (similar to Find window in theIde) that'll let us select from the existing assemblies (something similar to shortcuts).

What do you think?

Best regards,
Oblivion

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Klugier on Fri, 08 Jun 2018 15:40:45 GMT
View Forum Message <> Reply to Message

Hello,

Here is my vision of the feature:

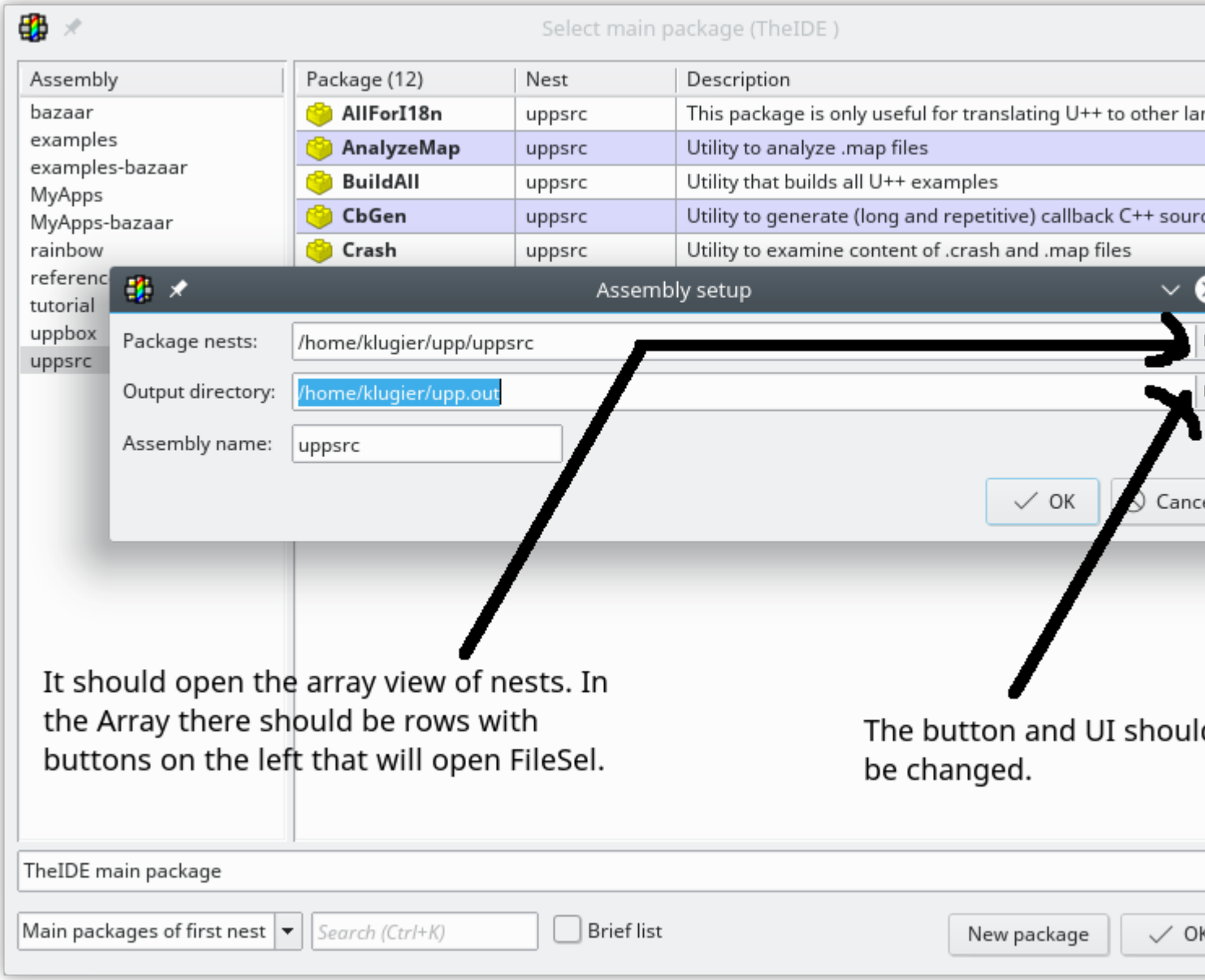
If you provide the .diff I can commit it to trunk, but firstly I need to check that it works as expected. To generate .diff you need to checkout upp repository - the instruction you can find on https://www.ultimatepp.org/www$uppweb$svnInstall$en-us.html.

_____
Edit: The buttons of course should be on the right site. BTW, I like the progress Microsoft do in similar area (System environment settings) between Windows 8 and Windows 10

Sincerely,
Klugier

File Attachments

1) NestConfigurationVision.png, downloaded 1314 times



Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Oblivion on Fri, 08 Jun 2018 18:55:14 GMT
View Forum Message <> Reply to Message

Hello Klugier,

Here is the assembly setup patch.
If you need something more simple or sophisticated, please let me know

Best regards,
Oblivion

File Attachments

1) ide_assembly_setup_patch.diff, downloaded 390 times

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Klugier on Fri, 08 Jun 2018 19:15:49 GMT
View Forum Message <> Reply to Message

Hello,

There is a bug at least on my machine (Latest neon). When the list is opened you can click on it and the empty entries will be created. We shouldn't create new entry where there is no content associated with it.

For me the button associated with path selection should be always visible not only in edit mode.

Sincerely,
Klugier

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Oblivion on Fri, 08 Jun 2018 19:24:36 GMT
View Forum Message <> Reply to Message

Quote:
For me the button associated with path selection should be always visible not only in edit mode.

Of course, this can be changed. But TheIDE's configuration dialogs usually hide the path selector until the array is in edit mode.
Wouldn't it be inconsistent with the other dialogs?

Quote:

There is a bug at least on my machine (Latest neon). When the list is opened you can click on it and the empty entries will be created. We shouldn't create new entry where there is no content associated with it.

I'll look into it.

Best regards,
Oblivion

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Oblivion on Sun, 10 Jun 2018 13:56:25 GMT
View Forum Message <> Reply to Message

Hello Klugier,

I've updated the patch.

- The new version keeps the original layout intact, and adds an additional button to the right. The rightmost button now opens up a "nest editor". and it is completely optional.
- The nest editor does not allow empty rows.
- Both directory selectors now show the existing assemblies in their places pane.

As a side note: IMO ArrayCtrl needs an IsEmpty() method (for coherency and convenience). Is there any rationale behind not implementing it?

Best regards,
Oblivion

File Attachments

1) ide_assembly_setup_patch.diff, downloaded 401 times

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by mirek on Wed, 13 Jun 2018 05:21:20 GMT
View Forum Message <> Reply to Message

IDK. If this is going to be changed, I would rather like the original proposal (list of directories in the first dialog), with option to write it as text... (or maybe with both text edit and list - harder by doable).

I have not checked the patch yet, but I would like to remind that the order is important and the first nest is important. Therefore, drag&drop (and maybe up/down buttons) for ordering is essential. Replacing directory is not. Remove/Add is enough IMO.

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Oblivion on Wed, 13 Jun 2018 06:15:41 GMT
View Forum Message <> Reply to Message

Hello Mirek,
Quote:

IDK. If this is going to be changed, I would rather like the original proposal (list of directories in the first dialog), with option to write it as text... (or maybe with both text edit and list - harder by doable).

I have not checked the patch yet, but I would like to remind that the order is important and the first nest is important. Therefore, drag&drop (and maybe up/down buttons) for ordering is essential. Replacing directory is not. Remove/Add is enough IMO.

It's up to you to decide, I can implement that one again.
But the latest patch already has both the EditString and the list of directories (rows are editable too), the list is not removed (It opens as an optional dialog).
I am aware of the nest order,of course. And the proposed patch let's you re-arrange the nest order (using the ArrayCtrl standard context menu and keys), keeps the original layout, allows the nests list to be copied as a single string.

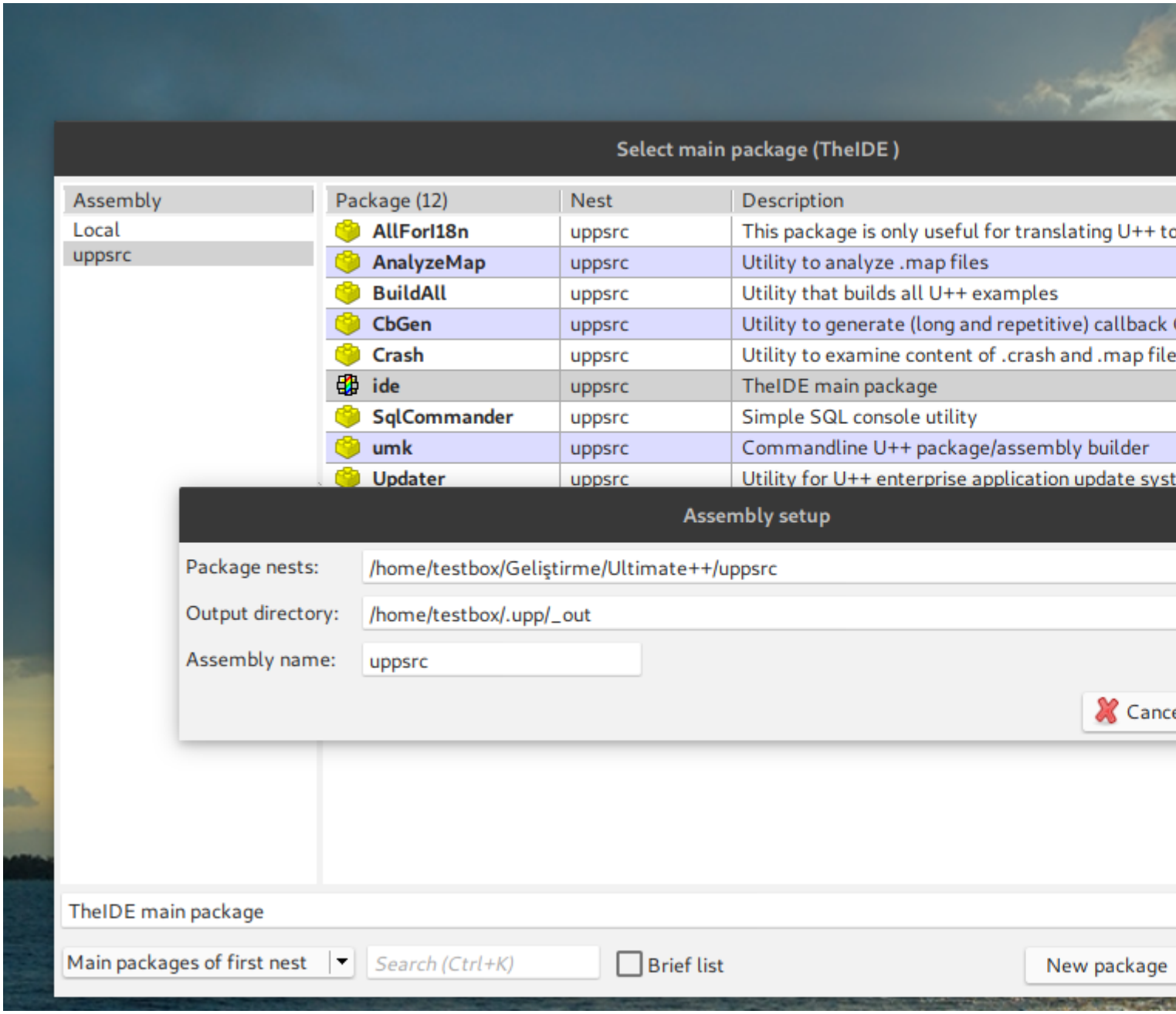
I can also add D&D, if required.

IMO basically it only improves the existing dialog, with no functionality loss.

Best regards,
Oblivion

File Attachments

1) AssemblySetup1.png, downloaded 1214 times



Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Sender Ghost on Thu, 14 Jun 2018 01:12:14 GMT
View Forum Message <> Reply to Message

Hello Klugier.

Klugier wrote on Fri, 08 June 2018 19:15For me the button associated with path selection should be always visible not only in edit mode.
Attached some patch (based on 11995 revision), which may implement some visible button for path selection, as example. I guess, possible to use other assigned keys for menu, but as is.

Some issue was how to use unique keys for ArrayCtrlDirs (based on ArrayCtrl class) and EditDir (based on EditString class) menus. For example, the "Delete" (K_DELETE) key for "Erase" in EditField is also used as "Delete %s\tDelete" for ArrayCtrl. Therefore, I tried to re-implement some menu for ArrayCtrlDirs, based on ArrayCtrl::StdBar(Bar& menu) method.

Possible to rename classes, methods, etc., and/or place them to other file(s), if needed.

Edit:
Added "namespace Upp" for uppsrc/ide/MethodsCtrls.cpp.
Fixed ArrayCtrlDirs::DoRemoveRow and ArrayCtrlDirs::DoRemoveRows methods, when lost focus for empty ArrayCtrlDirs, in this case.

File Attachments

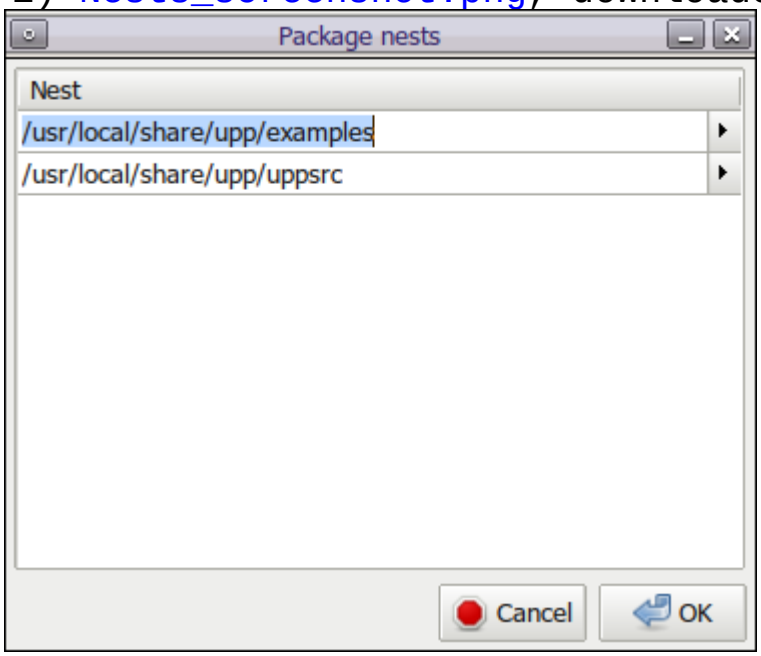
1) uppsrc_ide.diff, downloaded 437 times

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Sender Ghost on Thu, 14 Jun 2018 01:31:32 GMT
View Forum Message <> Reply to Message

Sender Ghost wrote on Thu, 14 June 2018 01:12Attached some patch (based on 11995 revision), which may implement some visible button for path selection, as example.
Also attached some screenshot:

File Attachments

1) Nests_screenshot.png, downloaded 1136 times



Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Sender Ghost on Thu, 14 Jun 2018 02:30:02 GMT
View Forum Message <> Reply to Message

Attached archive with U++ package for ArrayCtrlDirs example, just in case.

Edit: Updated example.

File Attachments
1) ArrayCtrlDirs.zip, downloaded 414 times

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Klugier on Fri, 15 Jun 2018 22:42:17 GMT
View Forum Message <> Reply to Message

Hello SenderGhost,

Can you provide diff from SVN version of uppsrc instead of GIT? This diff format is useless when you operate with upp trunk.

Sincerely,
Klugier

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Sender Ghost on Sat, 16 Jun 2018 10:10:35 GMT
View Forum Message <> Reply to Message

Klugier wrote on Fri, 15 June 2018 22:42This diff format is useless when you operate with upp trunk.
I think, this is not true and probably may depend from used tools.
For example, attached patch from previous message applies with using `svn patch` command:

```
% fetch -qo uppsrc_ide.diff "https://www.ultimatepp.org/forums/index.php?t=getfile&id=5620"
% sha256 uppsrc_ide.diff
SHA256 (uppsrc_ide.diff) =
6a4fab696fbf2c70b01051a381b93d1b3af5ed172dca56820bb50887c7ff6bda
% svn --version | head -1
svn, version 1.10.0 (r1827917)
% svn co -r 11996 svn://www.ultimatepp.org/upp/trunk upp
<..>
% cd upp
% svn patch ../uppsrc_ide.diff
U       uppsrc/ide/BaseDlg.cpp
U       uppsrc/ide/MethodsCtrls.cpp
U       uppsrc/ide/MethodsCtrls.h
```

U uppsrc/ide/UppDlg.h
U uppsrc/ide/ide.lay

The patch was created with using following command(s):

% cd upp-mirror
% git diff --no-color --no-prefix master | sed -e '/^index/d ; /^deleted/d' > ../uppsrc_ide.diff

Klugier wrote on Fri, 15 June 2018 22:42Can you provide diff from SVN version of uppsrc instead of GIT?
I also attached `svn diff` patch to this message, just in case.
It was created with using following command (e.g. after applying the previous patch):

% svn diff --ignore-properties > ../uppsrc_ide_svn.diff

Anyway, I just showed some example(s) for this topic. It may be adapted/updated for concrete case (by developer(s)), if needed. For example, the OnBar method(s) may need changes, based on used keys.

Edit: Updated patch.

File Attachments

1) uppsrc_ide_svn.diff, downloaded 366 times

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by mirek on Tue, 19 Jun 2018 10:38:27 GMT
View Forum Message <> Reply to Message

Based on Oblivion's code, I have updated the trunk. Please check.

Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by Oblivion on Tue, 19 Jun 2018 12:21:14 GMT
View Forum Message <> Reply to Message

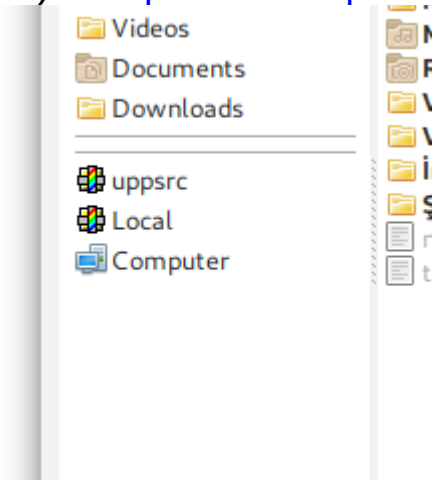
Hello Mirek,
Thanks!

A small cosmetics issue:

Best regards,
Oblivion

File Attachments

1) misplaced-separator.png, downloaded 993 times



Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog
Posted by mirek on Tue, 19 Jun 2018 12:38:21 GMT
View Forum Message <> Reply to Message

That was actually a small glitch in FileSel. Hopefully fixed.,