
Subject: Dockable toolbars

Posted by [mdelfede](#) on Mon, 19 Jul 2010 12:07:13 GMT

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Is it possible / foreseen in a (short) future ?

Ciao

Max

Subject: Re: Dockable toolbars

Posted by [mirek](#) on Fri, 23 Jul 2010 09:22:02 GMT

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mdelfede wrote on Mon, 19 July 2010 08:07Is it possible / foreseen in a (short) future ?

Ciao

Max

Strangely, for me the pressure is relatively low. In kind of apps I am developing, nobody requests them...

Mirek

Subject: Re: Dockable toolbars

Posted by [mdelfede](#) on Fri, 23 Jul 2010 17:22:52 GMT

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luzr wrote on Fri, 23 July 2010 11:22mdelfede wrote on Mon, 19 July 2010 08:07Is it possible / foreseen in a (short) future ?

Ciao

Max

Strangely, for me the pressure is relatively low. In kind of apps I am developing, nobody requests them...

Mirek

It's for a cad application I've in mind, when I have the current one finished.
On CAD apps you've got tons of toolbars, and usually user customizes it's contents and placements with most used ones.

BTW, about the cad app.... I've got some starting code which is promising. I'd like to start an opensource CAD project, OpenCasCade based, if somebody is interested on jumping in
Not right now, but in a manageable future...

Ciao

Max

Subject: Re: Dockable toolbars
Posted by [koldo](#) on Fri, 23 Jul 2010 20:42:01 GMT
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Hello Massimo

BTW, about the cad app.... I've got some starting code which is promising. I'd like to start an opensource CAD project, OpenCasCade based, if somebody is interested on jumping in Smile
Not right now, but in a manageable future...

If I can help in any way I am here.

In the past I did some manufacturing animation software using Catia OLE automation, and many times I am in touch with CAD in general.

Subject: Re: Dockable toolbars
Posted by [mdelfede](#) on Fri, 23 Jul 2010 21:26:00 GMT
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koldo wrote on Fri, 23 July 2010 22:42
If I can help in any way I am here.

In the past I did some manufacturing animation software using Catia OLE automation, and many times I am in touch with CAD in general.

Hi Koldo

I work daily with cad, but never coded one.... besides some GIS apps in past.
I found some really good hints with OpenCascade, and it seems to me quite feasible without having to use many years of coding.

But I think the job would be indeed hopeless done by me alone, but if we're 3-4 people we could do something really good.

I've got 1-2 monthes of full work now, but then I'll come back to this

Ciao

Max

Subject: Re: Dockable toolbars
Posted by [mrjt](#) on Tue, 27 Jul 2010 10:06:35 GMT
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I might be up for it, an interesting project is always good. I've never even used a CAD program but I know GL very well and have a strong interest in GUI design.

Maybe I could look at those dockable toolbars, I've attempted it at least once before after all

Subject: Re: Dockable toolbars
Posted by [mdelfede](#) on Tue, 27 Jul 2010 23:16:42 GMT
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mrjt wrote on Tue, 27 July 2010 12:06I might be up for it, an interesting project is always good. I've never even used a CAD program but I know GL very well and have a strong interest in GUI design.

Maybe I could look at those dockable toolbars, I've attempted it at least once before after all

Hi mrjt

The thing can be interesting.... I was thinking starting with a good 2d drafting part, it's the most needed one.

This would be opencascade based, so that the extension to 3d world should be trivial.

What I want to do first is a "small" base to well define the interface, I'd like to have it most autocad-like as possible, as many people is used to it.

There are some opencascade-based projects out there, but all of them lacks a comfortable 2d drafting part, which is the base for a good cad application. Most of them start directly from 3d, and some has some small 2d extensions, but mostly unusable.

So, to draw some baseline....

1) The cad should have a command line. Often is quite faster to give short commands with it, and it's absolutely necessary to enter points coordinates in quick way.

2) Customizable toolbars, driven by a (xml, maybe) CUI file.

The toolbars buttons should send strings to the command line control (a lineedit derived, I guess), so you could mix menu and command-line driven commands. This would also ease a central handling of menus and toolbars.

3) TabBarCtrl based interface for multiple documents and multiple view of a single document. This one is easy, I've got already some working code there based on opencascade viewer.

4) I'd like (later on) to embed a scripting language, I was thinking about squirrel-lang which is c-like and quite well coded.

5) a *VERY* well defined api and an even better commented code.
The only thing I really miss on UPP is the poorly commented source code....

BTW, OpenCascade has already all the stuff needed to implement a doc/view engine, which interfaces directly with our GLCtrl very easy.

Ciao

Max

Subject: Re: Dockable toolbars
Posted by [mrjt](#) on Wed, 28 Jul 2010 08:03:31 GMT
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Sounds very good. I like the idea of XML (or whatever) based toolbars that sent text commands, it's nice clean expansible design.

I disagree on 5 personally, I find it very difficult to read heavily commented code. I want to be reading the code, not what the comments claim it does. And when written properly Upp code needs very few comments, just some hints here and there where something strange is going on.

What would be a real benefit IMO is something like <summary> in VS that lives in the code but can be hidden by Thelde. This would help when you just don't know what a function is supposed to be for.

Subject: Re: Dockable toolbars
Posted by [mdelfede](#) on Wed, 28 Jul 2010 11:50:54 GMT
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mrjt wrote on Wed, 28 July 2010 10:03

....

I disagree on 5 personally, I find it very difficult to read heavily commented code. I want to be reading the code, not what the comments claim it does. And when written properly Upp code needs very few comments, just some hints here and there where something strange is going on.

What would be a real benefit IMO is something like <summary> in VS that lives in the code but can be hidden by Thelde. This would help when you just don't know what a function is supposed to be for.

Well.... I had *many* difficulties to figure out what does what in ctrlcore code when coding the DHCtrl for Linux.... I spent 99% time to figure out what was happening and 1% for coding the control. And, I'm still not sure that all what I did was ok

BTW, I agree with you, too heavily commented code can be cumbersome to read. What would be quite nice is the ability to comment code with some sort of "detail level", and insert in the code the ability to select on which level to stop displaying comments.

For example :

```
//1 Outermost level comment
```

```
//2 more detailed comment
```

```
//3 even more detailed one
```

```
.....
```

```
//9 dumbly detailed comment
```

In the code, a menu to select the level.

Ciao

Max

Subject: Re: Dockable toolbars

Posted by [281264](#) on Tue, 07 Sep 2010 16:08:23 GMT

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Dockable toolbars is a great idea; I asked for it several times (in spite of my short existence in U++). It gives an application a professional feature and look. This is particularly true for CAD applications.

Remark: Just in case this is of your interest, I am currently developing an engineering calculation application, which contains a CAD sub-application, by using OpenGL. Actually it is a general purpose Finite Element Analysis tool.

The idea is to prepare a commercial application (although my experience is limited I am a hardworker).

Anybody interested, please contact the undersigned.

