Subject: Re: why cant i edit an image a second time?
Posted by cbpporter on Tue, 24 Feb 2009 11:40:38 GMT
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unodgs wrote on Tue, 24 February 2009 13:08
What are your changes? Maybe we could add them to the main tree if they're useful.

Well every time I had an issue I reported on this forum. Sometimes there was a bug that got fixed, sometimes I got some nice tips for workarounds, but there where cases where I got left to my own devices. Every time that happened I had to do small changes. I'm running with modified tree control (actually OptionTree), xml node, label, button, edit field, menus capable of UTF16 surrogates, Unix text rendering with some substitution and and Arabic renderer which is getting very slowly better (but I'm not sure if a native speaker could read it yet and also the entire GUI should be mirrored, not just text), hacks for DPI and some deeper yet subtle changes, like eliminating windows.h and most std c and c++ library from most compilation units. If my own SVN ever dies, I'm pretty much screwed (it happened before), but now I have backups and merging for my own use is annoying but doable after the first time.

Because of the probability of inclusion being so low, I'm slowly migrating all my changes to a format where U++ sources are no longer modified, and then adding stuff is going to be as easy as including a package. But as always, I have very little time to fiddle with stuff which actually works, but is too deeply inserted in U++ core libraries for it's own good.

Quote:
PS: Could you release the newest Skulpture theme. I use it in my apps

Actually, I started working on new version. It is about hallway done. It has 2 new features:
1. Incorporating visual changes from new Skulpture 0.2.2 (which looks a lot better for some widgets).
2. I no longer use image lists from TheIDE. I have a folder with pngs with a predefined name and a very simple ini file for hotspots. The idea is while I'm doing the first version, I would like other people which are quite the artists to create some nice themes, but I don't want them to have to deal with TheIDE and also write code to create the theme. New workflow is going to be Photoshop/Flash + Notepad. Also Theme code is much shorter. The only reason why it is still delayed because it's so annoying extracting all the looks from KDE4 which is the only WM capable of using the original Skulpture. But since you brought it up, I'll try to finish ASAP.

PS: Seeing the subject of this thread, I'm motivated to go through my past mails and compile a list with issues I've encountered and an updated status report for reference. I'll try to do this as soon as I have some free time, and after updated Skulpture.