Subject: Re: A problem with UPP application scale . . . UPP exonerated, the rest of the story.
Posted by mirek on Fri, 20 Mar 2009 09:32:57 GMT
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jlfranks wrote on Sat, 14 March 2009 16:23Sorry for the work related delay in getting back.

You explained this well, yes I get the idea.

Regarding lines of code (using sloccount on Linux)
for just UI related stuff . . .

SLOC = 24,741 for the Main UI

SLOC = 8,588 for custom UI libs to handle touchscreen, virtual
keyboard, skinning, etc.

Regarding BLITZ - no we are not using it. We really did not
know enough about it to feel comfortable with it when we
first got started with UPP a couple of years ago. Now, we can't
use it because it complains about some stuff that we don't
have a clue as to how to fix.

Painter works GREAT on ARM AT91SAM9263, but we use a GNU
cross-compiler that produces EABI code. This implements an
efficient floating point emulation (compared to old method of
processor exceptions for floating point emulation).
All of this has really pretty good performance real-time
displaying UPP gauges, meters, grids, etc.

We have frame buffer interface with DMA update of a color
LCD color display (640 x 480) on a layered fabric inside the
SOC all translating to very fast graphic processing for a
little processor.

We didn't have to patch UPP a whole lot to make things work.
Yes we would be interested in tying in to the latest UPP
sources, and I think that will happen, but not right now.
We are still on 2007.1 and can't move forward because our
custom widgets are specializations of UPP lib hiearchy as
it existed with 2007.1.

The refactoring and performance improvements in your
Ultimate++ reflected in a drastic change to the UPP
class hierarcy and our build would break. We have not had the
time to go back and change our widget library in order to make
use of new UPP. Maybe sometime in the future. We're still
adding features to our product willy-nilly and don't have

a lot of resources to go back and fix stuff to work with
new UPP.

Hope this provides an update that is helpful.

BTW: Just tied our project into Topic++. This is really great.
Only problem is that we won't use it a whole lot since we target
over eight languages and don't have resources to handle all the
translation work that a comprehensive help system would entail.

--jlf

Thanks for info. I am looking forward for any eventual ARM related patches (well, in fact, I am also looking forward to summer when ARM based notebooks should be finally available - I am definitely getting one to play with it and U++

Mirek
