
Subject: Re: U++ state

Posted by [mirek](#) on Sat, 09 Jan 2010 11:41:53 GMT

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andrei_natanael wrote on Fri, 08 January 2010 19:34

[*] IMO Chameleon is a good design (ChStyle stuff) but data acquisition for it is a bit of mess because it's not providing the same API for different platform i.e. we have XplImage for Windows, GetGTK for gtk+ **

[*] Look and feel is incomplete, for example Scrollbars in Windows Vista and 7 have a special behavior (the buttons from heads are highlighted when mouse is over thumb), U++ implementation of menu for gtk+ is using Windows behavior, if there is not enough vertical space it move a part from menu at a side, U++ doesn't disable Scrollbar head button if the thumb is near it(gtk+) and may I continue with many other aspects. **

[*] It doesn't support receiving events like "theme changed" or "DPI changed" from gtk+/gnome (and partly from Windows) so you have to restart your U++ program in order to use new settings

Well, maybe I should try to refactor relevant parts.

The current messy code is partly because Ch at the beginning looked relatively simple, there was no need for overengineered code (I am now speaking about ChWin32.cpp and ChGtk.cpp) - but I had underestimated the issue, things has started getting pretty complicated... And, especially with Gtk, getting the relevant data is sort of black magic...

Other than that, I am afraid that the look&feel will always be a compromise. For me, the benchmark is FireFox and OpenOffice - both are using the same method as U++ (having their implementation and using host platform just for painting). I believe if nobody really complains about FF or OO look&feel, U++ should be OK as well.

In this benchmark, I think we are doing acceptable if not quite well...

(One important step is I should finally switch to Win7 - then I will start noticing differences

Mirek
