
Subject: Re: Linux "start" equivalent
Posted by [rainbowsally](#) on Fri, 26 Dec 2014 12:37:16 GMT
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Hi koldo.

[Edited a third time.]

koldo wrote on Thu, 25 December 2014 19:14

Coming to LaunchFile(), it uses kfmclient in case of KDE and xdg-open in other cases so, is the problem that KDE is not detected by LaunchFile() in Mint?

I recently realized that I was not doing MT right. I thought the "build" I had to enable that in was when I compiled the ide.

Edit #1.

To make sure UPP doesn't get blamed if a user launches a UPP application from the commandline, it's probably a good idea to use "kfmclient exec <filename> 2>/dev/null" to silence the commandline noise.

Edit #2.

Controls4U:

Wow! Okay. :)

Now... Using Linux/Mint15/KDE though I think I'm using GTK instead of QT, if that makes any sense to you.

I'm pretty confused. I'm not sure if this is one of the apps that wouldn't run before or not, but it's pretty cool. :) [Edit #3: Yes, it's the one.]

However...

1. The experimental file browser thinks text files are directories and says that the directory "does not exist or is not available". The problem is that the treeview in the left panel should not show files at all. The files show in the right panel.

2. Meter and Knob.

Wow! :)

3. JB Controls. Beautiful. I like the progress bar (contrast between the text and the background).

4. Static Clock. I'd like to see the highlight fade to transparent a little more when the 'image' background is used, but very very nice!

[Edit #3: or maybe no highlight at all.]

5. Static Image and Edit file.. The file browser isn't working. That is, when I click on the right arrow, it returns immediately saying "file not found".

[Edit #3: The folder icon on the left is the active control. Not sure what the arrow on the right is for, but I was hitting the arrow.]

...

Functions 4U samples. Aha! That's what the 'functions' were. Not program functions.

Having probs with the file/download or whatever buttons on that page too. This one also has big buttons you can hit to get path and apply patch. These are not working (yet) on my system. I don't use Firefox as the default browser, but I doubt that's the problem. (??)

[Edit #3: probably the same issue. Haven't checked. Looking for MT issues that might be causing somewhat jerky movement. I noticed a Sleep(1) in the MT code for the GUI but it doesn't appear to be used.]

Wow. Just wow. :)

Thank you koldo.