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Subject: Re: SurfaceCtrl, 3D viewer of Multiple file format and Surface class  
Posted by [Klugier](#) on Sat, 19 Sep 2020 22:11:18 GMT

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Hello Xmeuth,

Seems that the license problem is handled correctly. Thanks!

I have few remarks to the code:

- In Definition.h "#define GL GLCtrl" this is not needed explicit GLCtrl is fine and additional define can be pass to the user.
- "enum Camera\_Movement {CM\_FORWARD,CM\_BACKWARD,CM\_LEFT,CM\_RIGHT};" modernized to enum class you will much better type control.
- Camera\_Movement CamerMovementDirection shold be enough. I think \_ is not needed in public API.
- noexcept - why it is used in so many places. I think it obscures readability and can be ommited. I do not see noexcept such common in uppsrc.
- "void MoveAllSelectedObjects(glm::vec3 move)noexcept; //Move all selected object" - this comment is redurdant to the method signature (it occures in many places). If you want documentation just use Topic++.
- Long functions are implemented in the header file. If function is not one liner then it should be moved to .cpp file.

For example: "OpenGLProgram& SetBool(Upp::String name, bool value)noexcept{if(linked)glUniform1i(GetUniformLocation(name ), (int)value);return \*this;};" should be moved to .cpp file.

- Shader managment can be placed to separate package. I know we have some shader related stuff in GLDraw, but would be nice if we can unify this. Please check the code behind it
- public method/members should go first - then you should place private variables. The first thing I want to examin is the class public API. I do not want to analyze implementation
- French comments "//Gestion of alpha" - anyway in the modern programming comments should be avoided - your code should be clear enough to exist without comments. Of course, sometimes this rule may be deviated from, but in very rare cases.
- Magic numbers - what is 20000. For more info please visit <https://clang.llvm.org/extra/clang-tidy/checks/readability-magic-numbers.html>. Optimally you should define constexpr variables.
- Probably more, but let's start from addressing above issues...

Klugier

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