Subject: Help wanted for DebugVisualizer Posted by janwilmans on Tue, 19 Dec 2017 13:24:17 GMT

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I am currently designing a log viewing application, a next-generation version of DebugView++ https://github.com/CobaltFusion/DebugViewPP#screenshot gathering requirements and ideas here: https://github.com/CobaltFusion/DebugVisualizer

I would like to prototype the UI part in ultimate++ and to do that I was wondering what is the best way to visualize a large dataset in ultimate++?

Debugview++ uses a so-called virtual listview, where only the visible data is stored in the control and the data is rendered on-demand.

It requires the highlighing of the text in the listview is completely customizable.

Btw, also: if anyone is interested, help wanted on this project! I aim to make it multi-platform (Windows, Linux, MacOS X) but I also want to support some platform specific features. (such as syslog or dmesg on linux or OutputDebugString on windows)

Any thoughts?

Subject: Re: Help wanted for DebugVisualizer Posted by Novo on Tue, 19 Dec 2017 15:46:39 GMT

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I'm personally using virtual part of the ArrayCtrl for that. And, as usual, you have 100% control over rendering of everything.