Subject: .lay / .usc namespace
Posted by mirek on Sat, 31 Oct 2020 18:56:37 GMT

It is now possible to specify widget's namespace in .usc file. This namespace is then automatically added to each widget type in the .lay file, with the final effect that it is now not necessary to put layout include into namespace nor use "using namespace Upp;" before the include.

Subject: Re: .lay / .usc namespace
Posted by Klugier on Sat, 31 Oct 2020 19:28:12 GMT

Hello Mirek,

That's great news! I would like to ask will it work with chain namespace from C++17:

namespace MyApplication::HelperWidgets {
    // ...
}

or in the similar situation for previous standards:

namespace MyApplication { namespace HelperWidgets {

}
}

So, in .usc file following declaration should be valid:

namespace MyApplication::HelperWidgets;

I also saw following hack in the code:

String CurrentNamespace; // this is ugly hack, but better than rewrite everything

The whole file when the function is used is relatively simply, so why not just extract class and put current namespace as variable? Should be easy and we will have better/cleaner (easier to maintain) code in that place.

Klugier

Subject: Re: .lay / .usc namespace
Posted by mirek on Sat, 31 Oct 2020 22:21:06 GMT

Klugier wrote on Sat, 31 October 2020 20:28
I also saw following hack in the code:

String CurrentNamespace; // this is ugly hack, but better than rewrite everything

The whole file when the function is used is relatively simply, so why not just extract class and put current namespace as variable? Should be easy and we will have better/cleaner (easier to maintain) code in that place.

Klugier

Would need to redesign about 1000 lines of code. Not really worth it in this case.

Mirek

Subject: Re: .lay / .usc namespace
Posted by mirek on Sun, 01 Nov 2020 08:30:49 GMT

Klugier wrote on Sat, 31 October 2020 20:28

So, in .usc file following declaration should be valid:

namespace MyApplication::HelperWidgets;

Implemented. I doubt it will ever be used, but whatever... :)

Mirek