Subject: XMLMenu
Posted by Novo on Sun, 21 Mar 2021 05:22:22 GMT
View Forum Message <> Reply to Message

Linux, Clang:
/home/buildbot/worker/l-upphub-XMLMenu/build/XMLMenu/examples/TestXMLMenu/TestXMLMenu.cpp:17:4: error: call to member function 'Add' is ambiguous
	.Add("New" , callback(dummyCb))
	~^~~
/home/buildbot/worker/l-upphub-XMLMenu/build/XMLMenu/XMLMenu/XMLCommand.h:89:16: note: candidate function
	XMLCommands &Add(const char *id, Function<void()> cb)
	             ^
/home/buildbot/worker/l-upphub-XMLMenu/build/XMLMenu/XMLMenu/XMLCommand.h:94:16: note: candidate function
	XMLCommands &Add(const char *id, Function<void(XMLToolBar &)> mc)
	             ^

Subject: Re: XMLMenu
Posted by Klugier on Thu, 25 Mar 2021 22:03:57 GMT
View Forum Message <> Reply to Message

Hello Mirek,

I think we should remove this package from UppHub. The reason for this - it is broken on the begging and I assume we do not want to have packages that doesn't work on UppHub.

UppHub package make sense when it has maintainer. In other cases it should be removed from UppHub and set as outdated/broken. I am not interested in this package and I can not find places when XMLMenu should be used over standard menus. If Massimo is not interested then we should remove it... Simple, but true. We need to move forward and forget about deprecated/incompatible packages from legacy bazaar.

Klugier

Subject: Re: XMLMenu
Posted by mirek on Fri, 26 Mar 2021 09:01:30 GMT
View Forum Message <> Reply to Message

What we really need here is UppHub tzar or steering comittee or something, which is not me....

One reason for UppHub was that I do not have capacity to be involved in bazaar. Unfortunately, it turns out that by helping with the move, I am more involved than ever..

I really need to be concentrated on uppsrc and theide...

Subject: Re: XMLMenu
Posted by mdelfede on Fri, 26 Mar 2021 09:12:07 GMT
View Forum Message <> Reply to Message

Hi,

I'm using XMLMenu on a couple of my applications, but on last 2 years I had few time to code, so I let all my
packages alone.

I'm thinking to grab them again and fix in short, but can't tell exactly when...
If you thing you should remove XMLMenu from upphub, just do it. If you prefere to fix it (it should be trivial...), just do it.
I'm convinced that a dockable menu system is useful, but I may be wrong.

I've seen now that some other stuffs from me (like PolyXML) are used in other packages, so they should stay in upphub, or embedded somewhere else, if you prefere.

Best regards

Massimo

Subject: Re: XMLMenu
Posted by mirek on Fri, 26 Mar 2021 14:59:22 GMT
View Forum Message <> Reply to Message

Fixed

Subject: Re: XMLMenu
Posted by Novo on Wed, 31 Mar 2021 16:25:23 GMT
View Forum Message <> Reply to Message

Thanks!
For some reason it is not supported on Mac. Theoretically, it shouldn't be a big problem to port it to Mac ...

Subject: Re: XMLMenu
Posted by mirek on Fri, 09 Apr 2021 09:35:52 GMT

View Forum Message <> Reply to Message

Novo wrote on Wed, 31 March 2021 18:25Thanks!
For some reason it is not supported on Mac. Theoretically, it shouldn't be a big problem to port it to Mac ...

Unfortunately, there seems to be platform specific code in XMLMenu which is not implemented for macos.

Hopefully somebody will fix it over time...

Subject: Re: XMLMenu
Posted by mdelfede on Thu, 06 May 2021 16:21:42 GMT
View Forum Message <> Reply to Message

mirek wrote on Fri, 09 April 2021 11:35
Unfortunately, there seems to be platform specific code in XMLMenu which is not implemented for macos.

Hopefully somebody will fix it over time...

The problem is in drag'n drop behaviour, which is quite platform-dependent.
I'll give a try soon or late, but don't expect it to be fast.
It was already difficult to implement for windows and linux...

Subject: Re: XMLMenu
Posted by mirek on Fri, 07 May 2021 12:27:21 GMT
View Forum Message <> Reply to Message

This works in Win32, but not yet in Gtk/Macos:

```
struct DragTest : TopWindow {
 Rect r;
 bool dragging = false;
 void Layout() override {
  r = GetRect();
 };

 void Paint(Draw& w) override {
  w.DrawRect(GetSize(), White());
  w.DrawText(100, 100, AsString(r));
  if(dragging)
   w.DrawText(100, 130, "Dragging");
 }
```

```
 TimeCallback tm;

 DragTest() {
  tm.Set(-10, [=] {
   Rect rr = GetRect();
   if(r != rr) {
    r = rr;
    if(GetMouseLeft())
     dragging = true;
    Refresh();
   }
   if(!GetMouseLeft()) {
    if(dragging) {
     dragging = false;
     Refresh();
    }
   }
  });
 }
};
```

But the problem is only that GetMouseLeft is not properly updated for timer proc; I think I can fix that and actually SHOULD fix that anyway.

I believe that above functionality is all that you need.

Mirek
