Subject: JUCE (widgets and library) GNU Public Licence
Posted by fudadmin on Sat, 10 Dec 2005 16:41:11 GMT
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http://www.rawmaterialsoftware.com/juce/

Subject: Re: JUCE (widgets and library) GNU Public Licence
Posted by captainc on Tue, 26 Dec 2006 15:54:02 GMT
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Has anyone had the change to use JUCE? How is it? Any advantages/disadvantages from U++?

Subject: Re: JUCE (widgets and library) GNU Public Licence
Posted by forlano on Tue, 26 Dec 2006 18:30:02 GMT
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captainc wrote on Tue, 26 December 2006 16:54Has anyone had the change to use JUCE? How is it? Any advantages/disadvantages from U++?

Hello,

just one disadvantage that I consider very big: if you do not intend to share your source code you need to pay a license. In U++ does not exist such limitation.

Luigi

Subject: Re: JUCE (widgets and library) GNU Public Licence
Posted by gprentice on Tue, 26 Dec 2006 22:40:47 GMT
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Four pages of review here
http://www.regdeveloper.com/2006/12/18/juce_cross_platform/

I just tried the demo. Juce doesn't provide native look and feel which I think is a big disadvantage. Juce source code probably has a few more comments in it than U++ though that doesn't seem to bother people here. I bet it doesn't have assist++ though, which is a classy tool. There's probably other important differences like U++ being database oriented and Juce being audio oriented.

Graeme

Subject: Re: JUCE (widgets and library) GNU Public Licence
Posted by Ulti on Wed, 27 Dec 2006 01:58:53 GMT
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I just downloaded a demo from:http://www.rawmaterialsoftware.com/juce/download.php
and tried it,the demo GUI is Mac style,more better than Windows.if U++ can provide MAC theme on Windows,that would be very nice.
U++'s BSD license is more advantage than it's license(GPL and Commercial like MySQL)

Subject: Re: JUCE (widgets and library) GNU Public Licence
Posted by mirek on Wed, 27 Dec 2006 07:38:17 GMT
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Ulti wrote on Tue, 26 December 2006 20:58
if U++ can provide MAC theme on Windows,that would be very nice.

U++ in principle can. Or you can install XP theme emulating Aqua and U++ uses it.

Mirek

Subject: Re: JUCE (widgets and library) GNU Public Licence
Posted by mirek on Wed, 27 Dec 2006 08:01:40 GMT
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JUCE code:

```
class RatingColumnCustomComponent    : public Component,
                                       public ComboBoxListener
{
public:
    RatingColumnCustomComponent (TableDemoComponent& owner_)
        : owner (owner_)
    {
        // just put a combo box inside this component
        addAndMakeVisible (comboBox = new ComboBox (String::empty));
        comboBox->addItem (T("fab"), 1);
        comboBox->addItem (T("groovy"), 2);
        comboBox->addItem (T("hep"), 3);
        comboBox->addItem (T("neat"), 4);
        comboBox->addItem (T("wild"), 5);
        comboBox->addItem (T("swingin"), 6);
        comboBox->addItem (T("mad for it"), 7);
```

```
        // when the combo is changed, we'll get a callback.
        comboBox->addListener (this);
        comboBox->setWantsKeyboardFocus (false);
    }

    ~RatingColumnCustomComponent()
    {
        deleteAllChildren();
    }

    void resized()
    {
        comboBox->setBoundsInset (BorderSize (2));
    }

    // Our demo code will call this when we may need to update our contents
    void setRowAndColumn (const int newRow, const int newColumn)
    {
        row = newRow;
        columnId = newColumn;
        comboBox->setSelectedId (owner.getRating (row, columnId), true);
    }

    void comboBoxChanged (ComboBox* comboBoxThatHasChanged)
    {
        owner.setRating (row, columnId, comboBox->getSelectedId());
    }

private:
    TableDemoComponent& owner;
    ComboBox* comboBox;
    int row, columnId;
};
```

Now this has all quirks we are trying to avoid. Why is comboBox allocated on the heap? Why should I test in comboBoxChanged which combobox did? - BTW the only purpose of this class seems to be to isolate particular combobox in the dialog. Why should I take care about "deleting all children" in destructor?

In U++, 50% of above code is unnecessary.

OTOH, of course, MacOS X is something JUCE has and U++ does not - something to add quickly...

Subject: Re: JUCE (widgets and library) GNU Public Licence
Posted by cdoty on Sat, 26 Apr 2008 22:18:38 GMT
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Oooh pretty! It's got a lot of eye candy. It seems to be aimed more at a home user application, versus a business application for U++.

Here's my quick summary:

Pros:
1) Allows the use of the IDE you are comfortable with. VC6, VC8, or Codeblocks (Under Windows, I didn't try Linux).

2) Compiles cleanly under VC6, after a few small non-code changes (See below). Sorry, I'm a diehard VC6 user!

3) Has some unique controls (or it's pretty!):
  a) The circular slider is pretty impressive.
  b) The ability to have the tabs on the top, bottom, or either side is nice.
  c) The resizable toolbar is nice.
  d) Has a control that can be 'dragged onto the desktop'

Cons:
1) The licensing fee is expensive.

2) It doesn't compile cleanly on install (on Windows). The Juce_config.h file needs to be changed to not use the ASIO and Quicktime libraries. And, you need the Platform SDK. The March 2003 one worked fine. This is the last version that works with VC6.

3) The demo source code feels a lot more like standard Win32 style programming wrapped in C++, compared to U++.

I wonder if an application written using Juce would be less threating to a non-computer user than a U++ style program?

Subject: Re: JUCE (widgets and library) GNU Public Licence
Posted by mirek on Sun, 27 Apr 2008 07:24:49 GMT
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cdoty wrote on Sat, 26 April 2008 18:18Oooh pretty! It's got a lot of eye candy.

Well, maybe one day, when Norbert finaly finds some time to actually take some screenshots of application I was cooperating on last year, you will see what is U++ eyecandy

Mirek

Subject: Re: JUCE (widgets and library) GNU Public Licence
Posted by cbpporter on Sun, 27 Apr 2008 11:30:36 GMT
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cdoty wrote on Sat, 26 April 2008 18:18Oooh pretty! It's got a lot of eye candy.

Eye candy is great. But so is native look & feel. Maybe we can attract some artists in the future who would provide a couple of optional really good looking and maintained skins to U++, and then we would have the best of both worlds. Or maybe we could steal some Gtk+ themes .

I don't really like JUCE from the brief look I had. My reasons are quite subjective, but it's too Java style and listeners are pretty nasty for GUIs IMO.

Subject: Re: JUCE (widgets and library) GNU Public Licence
Posted by mrjt on Sun, 27 Apr 2008 23:13:00 GMT
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Just a few quick thoughts:

cdoty wrote on Sat, 26 April 2008 23:183) Has some unique controls (or it's pretty!):
a) The circular slider is pretty impressive.
b) The ability to have the tabs on the top, bottom, or either side is nice.
c) The resizable toolbar is nice.
d) Has a control that can be 'dragged onto the desktop'

a) This is actually trivial to implement. It's probably using a rotated semi-circle for the bar an otherwise it's almost identical to a normal slider. The other ones displayed are more interesting functionally, though of limited use.
b) You can do this in Upp already, see the TabBar package in Bazaar. It could use a little attention, but generally it's there.
c) I agree on that one. The current BarCtrl implementation is somewhat limited, and prevents some other advancements like moveable ToolBars.
d) It's only a popup . The impressive bit is that it's transparent, and if it works on X11 it might be adviseable to see what calls are being made. I'd really really like transparent popups in Upp!

Quote:I wonder if an application written using Juce would be less threating to a non-computer user than a U++ style program?
It certainly looks very nice and stylish, but IMO it is a big problem not to support native-look. I would prefer the Upp approach of starting by fitting in the OS and allowing the developer to change it if desired. I think some thought could perhaps go into making this easier though, it's really quite difficult at the moment..

One more thing though. JUCE apparently supports all three platforms, which is a nice feature in these uncertain times. Is the MAC Upp port still underway?

James.

Subject: Re: JUCE (widgets and library) GNU Public Licence
Posted by mirek on Mon, 28 Apr 2008 07:29:56 GMT
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mrjt wrote on Sun, 27 April 2008 19:13

One more thing though. JUCE apparently supports all three platforms, which is a nice feature in these uncertain times. Is the MAC Upp port still underway?

James.

Well, unfortunately, nothing seems to be progressing right now...

One of reasons is that the original plan was to use Carbon, but now Apple seems not to support this anymore. Means Cocoa and ObjectiveC... will be mess

Mirek

Subject: Re: JUCE (widgets and library) GNU Public Licence
Posted by cdoty on Tue, 29 Apr 2008 02:28:32 GMT
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mrjt wrote on Sun, 27 April 2008 18:13It certainly looks very nice and stylish, but IMO it is a big problem not to support native-look. I would prefer the Upp approach of starting by fitting in the OS and allowing the developer to change it if desired. I think some thought could perhaps go into making this easier though, it's really quite difficult at the moment..

I agree, for a user that is comfortable with a computer. Nothing annoys an experienced user quicker than a oversimplified cute interface. But, I'm wondering if someone new to a computer would find the Juce style interface more inviting to play with?