Subject: 2023.1rc1
Posted by mirek on Sun, 14 May 2023 09:03:51 GMT
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- MacOS is supported again; POSIX and MACOS releases are now merged to single archive
- clang-format integration
- .iml image selection database tool
- many fixes....

Subject: Re: 2023.1rc1
Posted by GiuMar on Sun, 14 May 2023 19:40:13 GMT
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Thank you very much.

Subject: Re: 2023.1rc1
Posted by Tom1 on Mon, 15 May 2023 13:10:21 GMT
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Thanks Mirek!

I will keep testing.

Best regards,

Tom

Subject: Re: 2023.1rc1
Posted by Klugier on Sun, 21 May 2023 08:53:35 GMT
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Hello Mirek,

I found two issues

1) the first one is related to next/back stack for TheIDE build in help. It means that when you click on some entry for example "Assist++" you can not back to initial help menu. There are also problems with table of contents, it doesn't work in that view.

Also, when you open help for the first time after launching TheIDE it has back entry. It shouldn't be there and the stack should be empty.

Please test you, I believe you should find all mentioned issues pretty quickly.

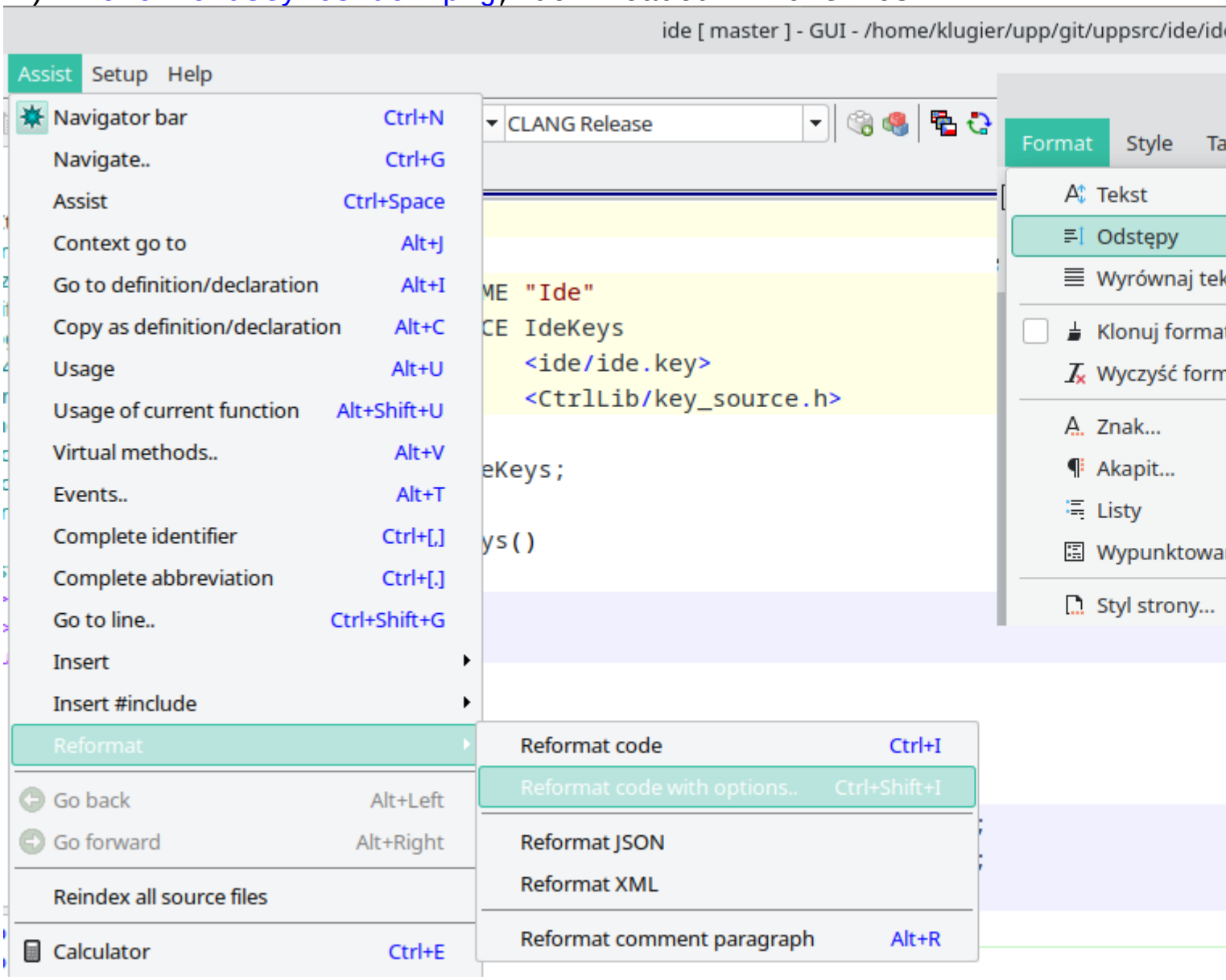
2) The light breeze-gtk theme on Manjaro for menu bar is broken. It means that top menu bar works correctly, but nested are not. I attached screenshot to show this issue. Left is upp, right is LibreOffice that handles it correctly.

In above text the menu item text should be black not white. Also, the new/updated styling algorith should do not break topiteam text. This might requires bigger reworked.

Klugier

File Attachments

1) BrokenMenuStylesKde1.png, downloaded 1140 times



Subject: Re: 2023.1rc1
Posted by mirek on Sun, 21 May 2023 09:01:58 GMT
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Klugier wrote on Sun, 21 May 2023 10:53Hello Mirek,

2) The light breeze-gtk theme on Manjaro for menu bar is broken. It means that top menu bar works correctly, but nested are not. I attached screenshot to show this issue. Left is upp, right is LibreOffice that handles it correctly.

In above text the menu item text should be black not white. Also, the new/updated styling algorith should do not break topiteam text. This might requires bigger reworked.

Klugier

CtrlLib/ChGtk3.cpp:507

There is now 100. Increasing the value should fix the problem.

It would be also interesting to DDUMP(Diff(c, s.menutext)), DDUMP(c), DDUMP(s.menutext) so that we know what we are dealing with...

Subject: Re: 2023.1rc1
Posted by Klugier on Sun, 21 May 2023 09:32:18 GMT
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Hello Mirek,

I dumped these values as you suggested:

Begin
Before if
Diff(c, s.menutext) = 14
c = Color(241, 242, 243)
s.menutext = Color(255, 255, 255)
After if
Diff(c, s.menutext) = 243
c = Color(241, 242, 243)
s.menutext = Color(0, 0, 0)
End

Also, I increased if value even to 200, 250 without any effect. I think the issue here is more complicated that simple changing the shift value. There is a difference between menubar and single menus. The menubar is rendered correctly, but the menu is not. We might need to support this additional state.

Klugier

Subject: Re: 2023.1rc1
Posted by mirek on Sun, 21 May 2023 11:34:19 GMT
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I have tried to refactor the code a bit, can you test with master? Ideally, with multiple themes.

Subject: Re: 2023.1rc1
Posted by Klugier on Sun, 21 May 2023 11:53:48 GMT
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Hello Mirek,

The issue has been fixed for Breeze Light and Dark. Thank you for that! You also forget to remove debug code in production (line 513 - ChGtk4.cpp):

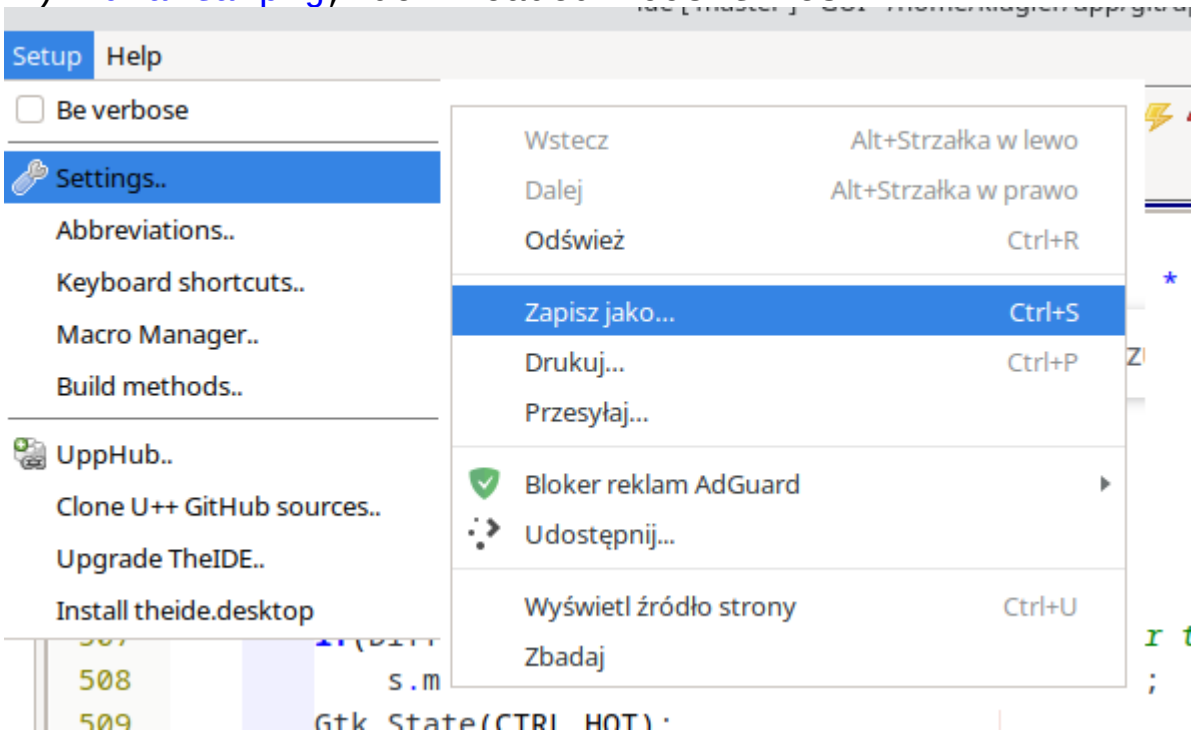
PNGEncoder().SaveFile("/home/cxl/item.png", item);

For other themes, I noticed that there is a issue for Adwaita (KDE Gtk Theme). The bar text should be white instead of black. I attached U++ (left) comparison with Chrom (right).

Klugier

File Attachments

1) Adwaita.png, downloaded 1093 times



Subject: Re: 2023.1rc1
Posted by mirek on Sun, 21 May 2023 12:38:04 GMT
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Klugier wrote on Sun, 21 May 2023 10:53Hello Mirek,

I found two issues

1) the first one is related to next/back stack for TheIDE build in help. It means that when you click on some entry for example "Assist++" you can not back to initial help menu. There are also problems with table of contents, it doesn't work in that view.

Also, when you open help for the first time after launching TheIDE it has back entry. It shouldn't be there and the stack should be empty.

Please test you, I believe you should find all mentioned issues pretty quickly.

Hopefully fixed, can you test?

Subject: Re: 2023.1rc1
Posted by mirek on Sun, 21 May 2023 12:45:32 GMT
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Klugier wrote on Sun, 21 May 2023 13:53Hello Mirek,

The issue has been fixed for Breeze Light and Dark. Thank you for that! You also forget to remove debug code in production (line 513 - ChGtk4.cpp):

PNGEncoder().SaveFile("/home/cxl/item.png", item);

For other themes, I noticed that there is a issue for Adwaita (KDE Gtk Theme). The bar text should be white instead of black. I attached U++ (left) comparison with Chrom (right).

Klugier
Thanks, can you put some DDUMPs there?

```
DDUMP(c);
DDUMP(s.itemtext);
DDUMP(Diff(c, s.itemtext));
```

Alternatively, we can try to improve Diff:

```
int Diff(RGBA a, RGBA b)
{
 return max(abs(a.a - b.a), max(abs(a.r - b.r) / 2, max(abs(a.b - b.b) / 5, abs(a.g - b.g))));
}
```

(This accounts for even maxed blue color being dark)

Mirek

Subject: Re: 2023.1rc1
Posted by Klugier on Sun, 21 May 2023 16:58:33 GMT
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Hello Mirek,

Alternative diff method doesn't help in this case. For the log in ChGtk3.cpp file:

"Start" = Start
"Before if" = Before if
c = Color(241, 246, 253)
s.itemtext = Color(255, 255, 255)
Diff(c, s.itemtext) = 9
"After if" = After if
c = Color(241, 246, 253)
s.itemtext = Color(0, 0, 0)
Diff(c, s.itemtext) = 246
"End" = End

Klugier

Subject: Re: 2023.1rc1
Posted by mirek on Sun, 21 May 2023 18:07:04 GMT
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Klugier wrote on Sun, 21 May 2023 18:58Hello Mirek,

Alternative diff method doesn't help in this case. For the log in ChGtk3.cpp file:

"Start" = Start
"Before if" = Before if
c = Color(241, 246, 253)
s.itemtext = Color(255, 255, 255)

Diff(c, s.itemtext) = 9
"After if" = After if
c = Color(241, 246, 253)
s.itemtext = Color(0, 0, 0)
Diff(c, s.itemtext) = 246
"End" = End

Klugier

I think I found it, can you recheck the master?

Subject: Re: 2023.1rc1
Posted by Oblivion on Sun, 21 May 2023 18:32:20 GMT
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Hi Mirek,

There is also a small problem with configurable keys.

CtrlLib/AKeys.cpp:255

```
 if(p.IsNumber()) {
  uint32 q = p.ReadNumber(16); // <- The number key combinations (e.g. CTRL+SHIFT+1) can't be used, apparently due to the number base (16).
  if(q <= 9)
   return f | (K_0 + q);
  return f | q;
 }
```

Edit:

This is what I get in reference/AK (log)

```
s = - "Setup";
ENGLISH                 Ctrl+1;
CZECH                   Ctrl+3;
KEYS                    Ctrl+4;

- "AK";

FN2                    Ctrl+W;
EXIT                   Ctrl+D;
```

p.PeekChar() = 1
q = 20
p.PeekChar() = 4
q = 68

Best regards,
Oblivion

Subject: Re: 2023.1rc1
Posted by Klugier on Sun, 21 May 2023 18:53:33 GMT
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Hello Mirek,

After your last commit everything works as expected. I also tested other themes for regression, but they behave as expected. Thank you! Now, TheIDE help stabilization is waiting

Klugier

Subject: Re: 2023.1rc1
Posted by Oblivion on Sun, 21 May 2023 19:17:43 GMT
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Another test code for failing configurable key parser:

```
String s1 = "1;\n";
String s2 = "1;";
String s3 = "1";

uint32 i = CParser(s1).ReadNumber(16);
RLOG("1) Base 16: " << i);
uint32 j = CParser(s1).ReadNumber(10);
RLOG("1) Base 10: " << j);

RLOG("-----");

uint32 k = CParser(s2).ReadNumber(16);
RLOG("2) Base 16: " << k);
uint32 l = CParser(s2).ReadNumber(10);
RLOG("2) Base 10: " << l);
```

```
RLOG("-----");

uint32 m = CParser(s3).ReadNumber(16);
RLOG("3) Base 16: " << m);
uint32 n = CParser(s3).ReadNumber(10);
RLOG("3) Base 10: " << n);
```

Results:

```
1) Base 16: 20
1) Base 10: 1
-----
2) Base 16: 20
2) Base 10: 1
-----
3) Base 16: 1
3) Base 10: 1
```

Seems that CParser.GetNumber(16) is not reading the number correctly.

Best regards,
Oblivion

Subject: Re: 2023.1rc1
Posted by mirek on Mon, 22 May 2023 07:41:26 GMT
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Oblivion wrote on Sun, 21 May 2023 21:17Another test code for failing configurable key parser:

```
String s1 = "1;\n";
String s2 = "1;";
String s3 = "1";

uint32 i = CParser(s1).ReadNumber(16);
RLOG("1) Base 16: " << i);
uint32 j = CParser(s1).ReadNumber(10);
```

```
RLOG("1) Base 10: " << j);

RLOG("-----");

uint32 k = CParser(s2).ReadNumber(16);
RLOG("2) Base 16: " << k);
uint32 l = CParser(s2).ReadNumber(10);
RLOG("2) Base 10: " << l);

RLOG("-----");

uint32 m = CParser(s3).ReadNumber(16);
RLOG("3) Base 16: " << m);
uint32 n = CParser(s3).ReadNumber(10);
RLOG("3) Base 10: " << n);
```

Results:

```
1) Base 16: 20
1) Base 10: 1
-----
2) Base 16: 20
2) Base 10: 1
-----
3) Base 16: 1
3) Base 10: 1
```

Seems that CParser.GetNumber(16) is not reading the number correctly.

Best regards,
Oblivion

CParser.GetNumber(16) hopefully fixed in master...

Subject: Re: 2023.1rc1
Posted by mirek on Mon, 22 May 2023 07:42:26 GMT
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Klugier wrote on Sun, 21 May 2023 20:53Hello Mirek,

After your last commit everything works as expected. I also tested other themes for regression, but they behave as expected. Thank you! Now, TheIDE help stabilization is waiting

Klugier

I have commited the fix yesterday, perhaps you missed it, or is is still in need of "stabilisation"?

Subject: Re: 2023.1rc1
Posted by Klugier on Mon, 22 May 2023 12:32:41 GMT
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mirek wrote on Mon, 22 May 2023 09:42Klugier wrote on Sun, 21 May 2023 20:53Hello Mirek,

After your last commit everything works as expected. I also tested other themes for regression, but they behave as expected. Thank you! Now, TheIDE help stabilization is waiting

Klugier

I have commited the fix yesterday, perhaps you missed it, or is is still in need of "stabilisation"?

Hello Mirek,

Everything works fine. I wrote my message after using your last commit from yesterday. We can assume for now that GTK menubar styling works as expected.

Klugier

Subject: Re: 2023.1rc1
Posted by mirek on Mon, 22 May 2023 13:20:30 GMT
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Klugier wrote on Mon, 22 May 2023 14:32mirek wrote on Mon, 22 May 2023 09:42Klugier wrote on Sun, 21 May 2023 20:53Hello Mirek,

After your last commit everything works as expected. I also tested other themes for regression, but they behave as expected. Thank you! Now, TheIDE help stabilization is waiting

Klugier

I have commited the fix yesterday, perhaps you missed it, or is is still in need of "stabilisation"?

Hello Mirek,

Everything works fine. I wrote my message after using your last commit from yesterday. We can assume for now that GTK menubar styling works as expected.

Klugier

That is one confusing reply...

(The question was about help fw/bk)

Mirek

Subject: Re: 2023.1rc1
Posted by Oblivion on Mon, 22 May 2023 17:20:03 GMT
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Hello Mirek,

Thank you, the problem with ordinary number keys is fixed.
However, I have also noticed that while registering NUMPAD keys in the keys dialog is possible, the apps can neither store nor restore them.

E.g. "Num0" to "Num9" are represented in the dialog, and can be used, but they can't be re/stored.

Is it possible to fix (or implement) them too?

Best regards,
Oblivion

Subject: Re: 2023.1rc1
Posted by Tom1 on Tue, 23 May 2023 05:52:36 GMT
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Hi,

I found that in Linux Mint Cinnamon dark theme (Mint Y Dark Aqua), the drop down menu selection coloring was fixed to use white text with dark gray selection bar, but the main menu still uses black text with dark gray selection bar. Can this be fixed to use white text too?

Best regards,

Tom

UPDATE: More: For some reason, with light themes, U++ is using the 'colorization' color for main menu selection bar, whereas all the other applications tend to use the same colors as the drop

down menu. I think setting the main menu to use all the same colors as the drop down menu would be the best choice here.

Subject: Re: 2023.1rc1
Posted by mirek on Tue, 23 May 2023 07:52:03 GMT
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Tom1 wrote on Tue, 23 May 2023 07:52Hi,

I found that in Linux Mint Cinnamon dark theme (Mint Y Dark Aqua), the drop down menu selection coloring was fixed to use white text with dark gray selection bar, but the main menu still uses black text with dark gray selection bar. Can this be fixed to use white text too?

I can you add some DDUMPS so that I know what is going on? (Installing Mint Cinnamon would take a lot of time, sorry)

Basically everything from CtrlLib/ChGtk3.cpp:525 till the end of block }.

Also, is this inactive state or when you press mouse button over it (like open the menu)?

Quote:
UPDATE: More: For some reason, with light themes, U++ is using the 'colorization' color for main menu selection bar, whereas all the other applications tend to use the same colors as the drop down menu. I think setting the main menu to use all the same colors as the drop down menu would be the best choice here.

If that was so easy... Some themes are using white text on black for top menu items and black on light for drop down...

Subject: Re: 2023.1rc1
Posted by Tom1 on Tue, 23 May 2023 09:02:18 GMT
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Hi Mirek,

Hope this helps...

With default light theme:
s.look = Image (32, 16)
dk = Color(48, 48, 48)
wh = Color(255, 255, 255)
After IsDark(wh):
dk = Color(48, 48, 48)

wh = Color(255, 255, 255)
s.topitemtext[0] = Color(48, 48, 48)
s.topitemtext[1] = Color(48, 48, 48)
s.topitemtext[2] = Color(33, 33, 33)
s.topitem[0] =
s.topitem[1] =
s.topitem[2] = Image (32, 16)
After Diff():
s.topitemtext[0] = Color(48, 48, 48)
s.topitemtext[1] = Color(48, 48, 48)
s.topitemtext[2] = Color(255, 255, 255)
s.topitem[0] =
s.topitem[1] =
s.topitem[2] = Color(53, 168, 84)

And dark theme:
s.look = Image (32, 16)
dk = Color(218, 218, 218)
wh = Color(64, 64, 64)
After IsDark(wh):
dk = Color(64, 64, 64)
wh = Color(218, 218, 218)
s.topitemtext[0] = Color(218, 218, 218)
s.topitemtext[1] = Color(218, 218, 218)
s.topitemtext[2] = Color(7, 7, 7)
s.topitem[0] =
s.topitem[1] =
s.topitem[2] = Image (32, 16)
After Diff():
s.topitemtext[0] = Color(218, 218, 218)
s.topitemtext[1] = Color(218, 218, 218)
s.topitemtext[2] = Color(7, 7, 7)
s.topitem[0] =
s.topitem[1] =
s.topitem[2] = Image (32, 16)

Best regards,

Tom

UPDATE: This is when I click the main menu to open a drop down. When just hovering over the top menu without clicking anything, it does not react in any way.

Subject: Re: 2023.1rc1

Tom1 wrote on Tue, 23 May 2023 11:02Hi Mirek,

Hope this helps...

With default light theme:
s.look = Image (32, 16)
dk = Color(48, 48, 48)
wh = Color(255, 255, 255)
After IsDark(wh):
dk = Color(48, 48, 48)
wh = Color(255, 255, 255)
s.topitemtext[0] = Color(48, 48, 48)
s.topitemtext[1] = Color(48, 48, 48)
s.topitemtext[2] = Color(33, 33, 33)
s.topitem[0] =
s.topitem[1] =
s.topitem[2] = Image (32, 16)
After Diff():
s.topitemtext[0] = Color(48, 48, 48)
s.topitemtext[1] = Color(48, 48, 48)
s.topitemtext[2] = Color(255, 255, 255)
s.topitem[0] =
s.topitem[1] =
s.topitem[2] = Color(53, 168, 84)

And dark theme:
s.look = Image (32, 16)
dk = Color(218, 218, 218)
wh = Color(64, 64, 64)
After IsDark(wh):
dk = Color(64, 64, 64)
wh = Color(218, 218, 218)
s.topitemtext[0] = Color(218, 218, 218)
s.topitemtext[1] = Color(218, 218, 218)
s.topitemtext[2] = Color(7, 7, 7)
s.topitem[0] =
s.topitem[1] =
s.topitem[2] = Image (32, 16)
After Diff():
s.topitemtext[0] = Color(218, 218, 218)
s.topitemtext[1] = Color(218, 218, 218)
s.topitemtext[2] = Color(7, 7, 7)
s.topitem[0] =
s.topitem[1] =
s.topitem[2] = Image (32, 16)

Best regards,

Tom

More!

I need

DDUMP(AvgColor(s.topitem[2], SColorFace(), 0))
DDUMP(Diff(AvgColor(s.topitem[2], SColorFace(), 0), s.topitemtext[2]))
DDUMP(SColorHighlight())
DDUMP(SColorHighlightText())

(before })

Subject: Re: 2023.1rc1
Posted by Tom1 on Tue, 23 May 2023 10:04:01 GMT
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Hi,

For light theme:

AvgColor(s.topitem[2], SColorFace(), 0) = Color(0, 0, 0)
Diff(AvgColor(s.topitem[2], SColorFace(), 0), s.topitemtext[2]) = 33
SColorHighlight() = Color(53, 168, 84)
SColorHighlightText() = Color(255, 255, 255)

For dark theme:

AvgColor(s.topitem[2], SColorFace(), 0) = Color(245, 245, 245)
Diff(AvgColor(s.topitem[2], SColorFace(), 0), s.topitemtext[2]) = 238
SColorHighlight() = Color(31, 158, 222)
SColorHighlightText() = Color(255, 255, 255)

UPDATE: These are dumped just before if(Diff(...

Best regards,

Tom

Subject: Re: 2023.1rc1

Posted by mirek on Tue, 23 May 2023 10:23:20 GMT
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Tom1 wrote on Tue, 23 May 2023 12:04Hi,

For light theme:

AvgColor(s.topitem[2], SColorFace(), 0) = Color(0, 0, 0)
Diff(AvgColor(s.topitem[2], SColorFace(), 0), s.topitemtext[2]) = 33
SColorHighlight() = Color(53, 168, 84)
SColorHighlightText() = Color(255, 255, 255)

For dark theme:

AvgColor(s.topitem[2], SColorFace(), 0) = Color(245, 245, 245)
Diff(AvgColor(s.topitem[2], SColorFace(), 0), s.topitemtext[2]) = 238
SColorHighlight() = Color(31, 158, 222)
SColorHighlightText() = Color(255, 255, 255)

UPDATE: These are dumped just before if(Diff(...

Best regards,

Tom

Weird. Can you also send screenshot (of "bad" situation)?

Subject: Re: 2023.1rc1
Posted by Tom1 on Tue, 23 May 2023 10:43:27 GMT
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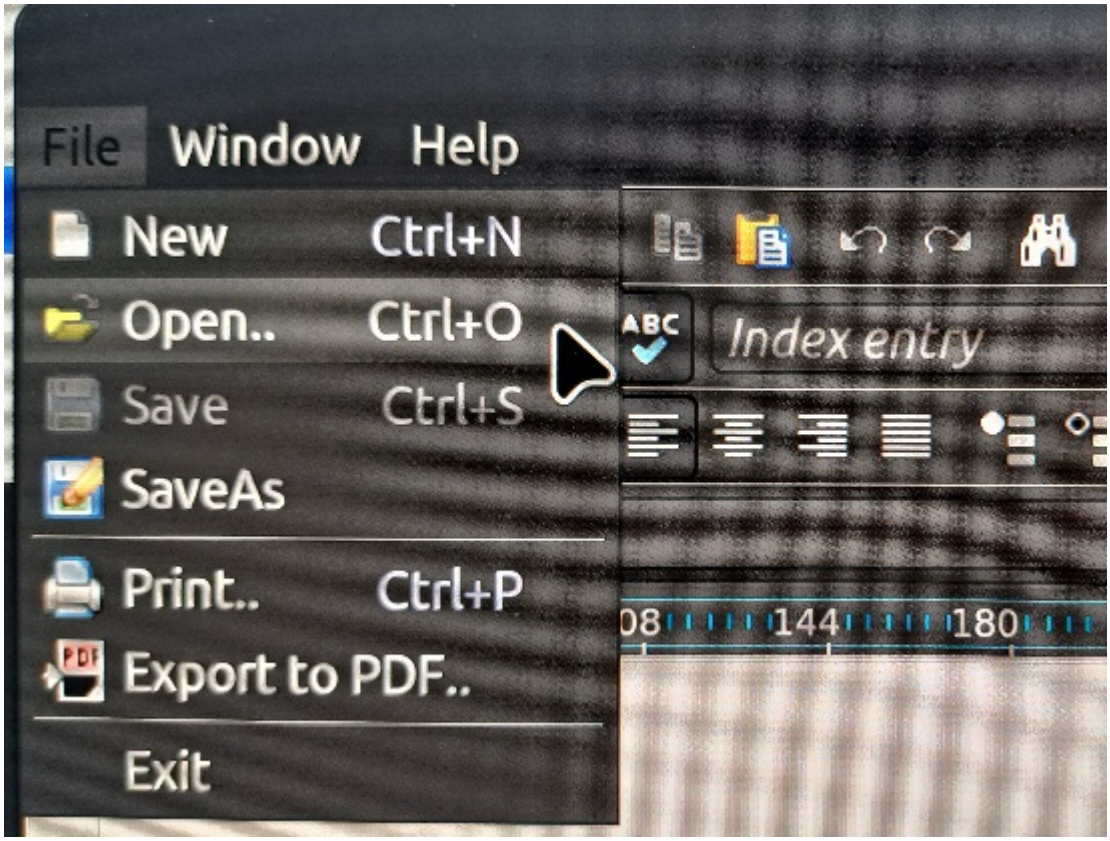
Hi,

Here is a crappy shrinked photo attached... cannot take screenshot of the menu as it disappears! Anyway, you will get the picture.

BR, Tom

File Attachments

1) 20230523_133406.jpg, downloaded 1127 times



Subject: Re: 2023.1rc1
Posted by mirek on Tue, 23 May 2023 11:21:53 GMT
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Tom1 wrote on Tue, 23 May 2023 12:43Hi,

Here is a crappy shrinked photo attached... cannot take screenshot of the menu as it disappears! Anyway, you will get the picture.

BR, Tom

OK, I guess this might be the same problem as with menu items. I have tried fix in master, can you recheck?

(Unfortunately that means rechecking manjaro etc. themes as well...)

Subject: Re: 2023.1rc1
Posted by Tom1 on Tue, 23 May 2023 11:51:14 GMT
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Hi,

Much better already.

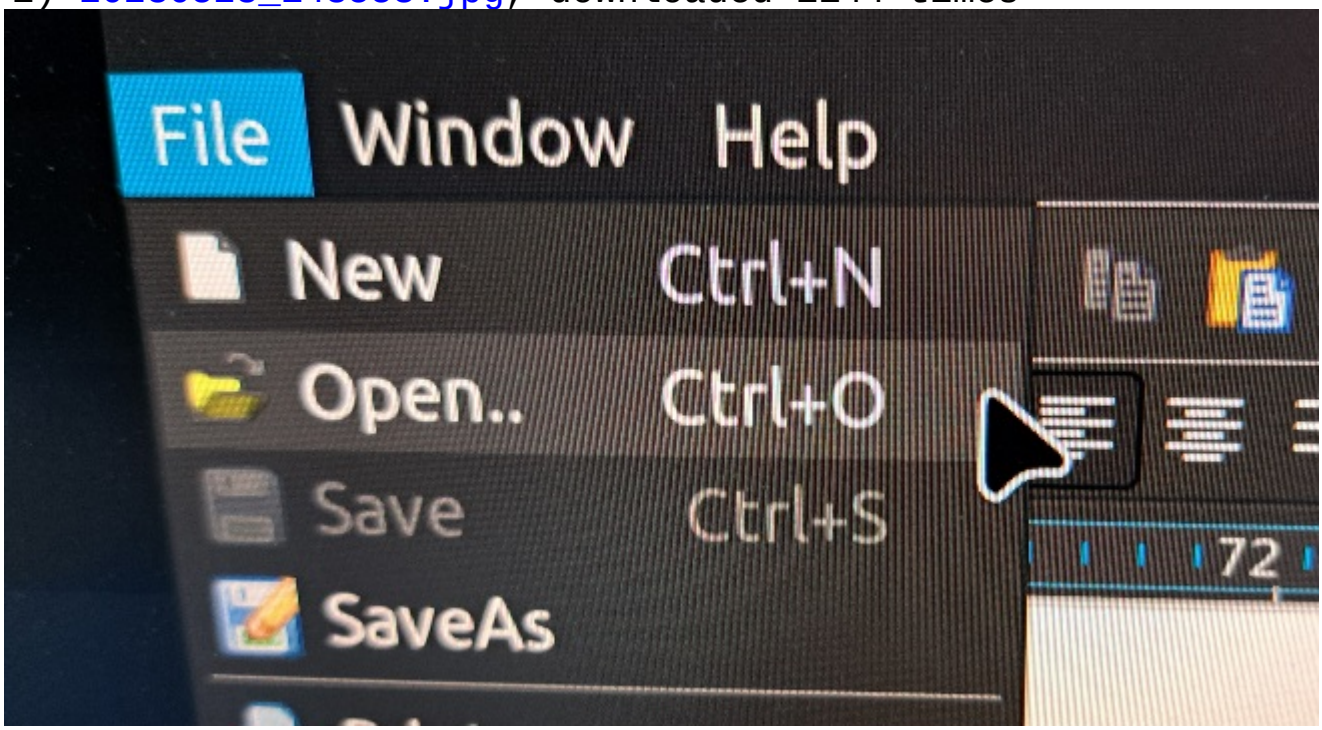
Now the light theme works exactly correctly, like e.g. Gnome Drawing or Libre Office. However, while the dark theme received correct main menu text color, it also now uses 'colorization' color for top menu selection bar. The two other applications above use dropdown back color for topmenu selection bar. I think that is the desired color.

Here's the current dark theme view attached.

Br, Tom

File Attachments

1) 20230523_143553.jpg, downloaded 1144 times



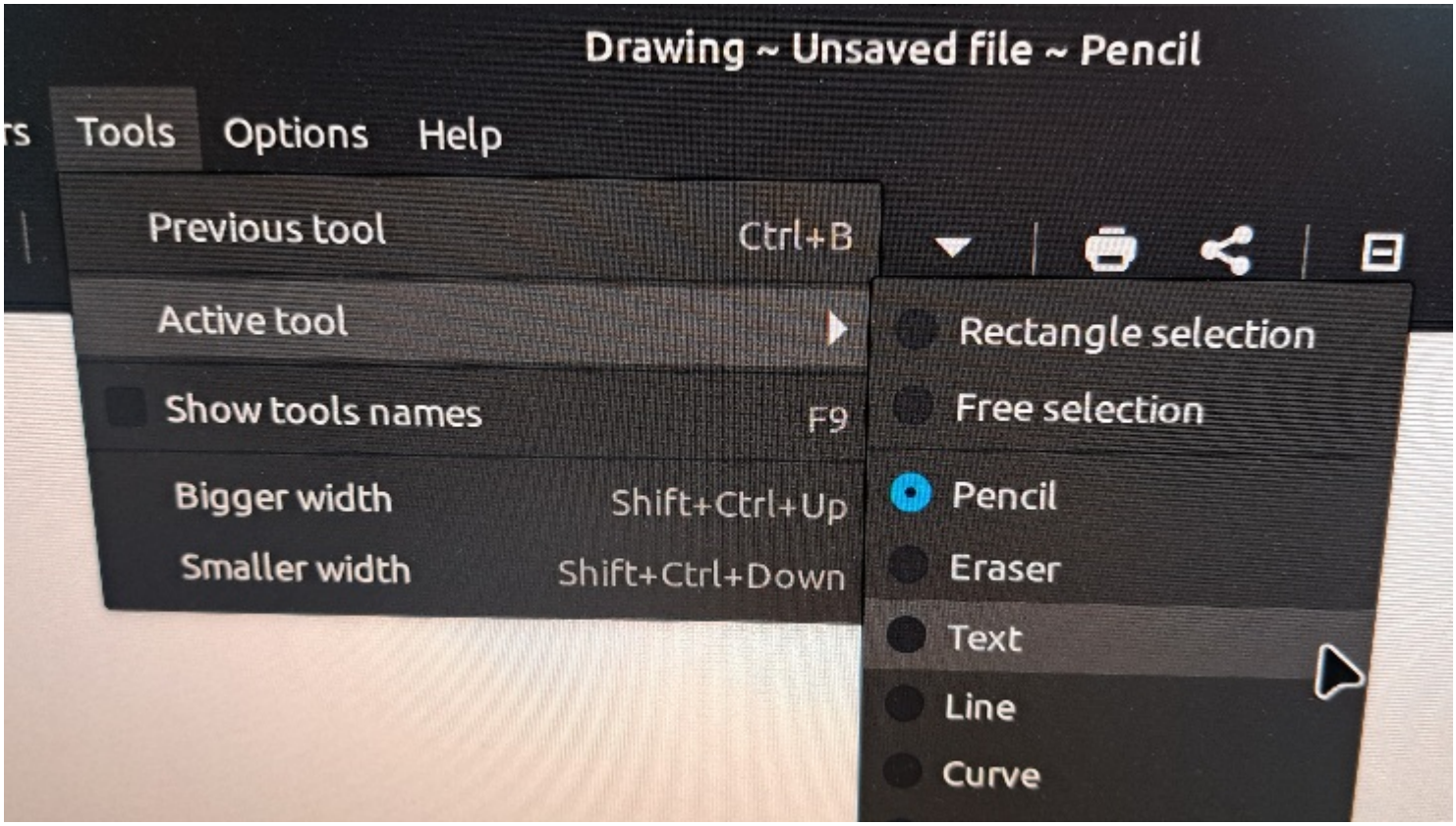
Subject: Re: 2023.1rc1
Posted by Tom1 on Tue, 23 May 2023 11:52:21 GMT
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And Gnome Drawing for reference...

Tom

File Attachments

1) 20230523_143328.jpg, downloaded 1112 times



Subject: Re: 2023.1rc1
Posted by Tom1 on Tue, 23 May 2023 12:05:57 GMT
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Hi,

This works here for both light and dark themes:

```
  s.topitemtext[2] = GetInkColor();
  Over(m, topitem);
  if(Diff(AvgColor(m), s.topitemtext[2]) < 100) {
   //s.topitem[2] = SColorHighlight(); // <<< Commenting this out helps!
   s.topitemtext[2] = SColorHighlightText();
  }
 }
```

Best regards,

Tom

Subject: Re: 2023.1rc1
Posted by mirek on Tue, 23 May 2023 13:22:23 GMT
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Tom1 wrote on Tue, 23 May 2023 14:05Hi,

This works here for both light and dark themes:

```
  s.topitemtext[2] = GetInkColor();
  Over(m, topitem);
  if(Diff(AvgColor(m), s.topitemtext[2]) < 100) {
   //s.topitem[2] = SColorHighlight(); // <<< Commenting this out helps!
   s.topitemtext[2] = SColorHighlightText();
  }
 }
```

Best regards,

Tom

OK, tried to further simplify it a bit. What about master now?

Subject: Re: 2023.1rc1
Posted by mirek on Tue, 23 May 2023 13:23:32 GMT
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Also please test with theide too - that has slightly different menu styling required.

Subject: Re: 2023.1rc1
Posted by Tom1 on Tue, 23 May 2023 14:28:25 GMT
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mirek wrote on Tue, 23 May 2023 16:23Also please test with theide too - that has slightly different menu styling required.
Thanks!
Everything seems to work just fine here with Linux Mint and many different themes. Also with TheIDE. Is there any specific testing requirements for TheIDE, I should try?

Best regards,

Tom

Subject: Re: 2023.1rc1
Posted by mirek on Tue, 23 May 2023 15:29:08 GMT
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Tom1 wrote on Tue, 23 May 2023 16:28mirek wrote on Tue, 23 May 2023 16:23Also please test with theide too - that has slightly different menu styling required.
Thanks!
Everything seems to work just fine here with Linux Mint and many different themes. Also with TheIDE.

Thanks.

Quote:
Is there any specific testing requirements for TheIDE, I should try?

No.

Mirek