Subject: Working on new article...
Posted by mirek on Mon, 14 Aug 2006 21:53:05 GMT
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We are now working on a new article for CodeProject with ari.

It should reimplement EyeCare wxWidgets example:

http://www.codeproject.com/library/wxwidgets.asp

If anybody has some time to spend, please check our (re)implementation (posted as attachment). Also it would be nice to know whether it behaves as much close to original as possible.

TrayIcon, timers and etc... quite tricky bussines... makes it an interesting example as well...

Mirek

## File Attachments

1) EyeCareAris.zip, downloaded 1564 times

Subject: Re: Working on new article...
Posted by fudadmin on Mon, 14 Aug 2006 23:32:01 GMT
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Oh! You were not lazy to really shorten the distance up to the nearly finnish... I'm sorry to employ you for that thing...
Some notes:
Differences with the wxWidgets original:
1. Painting:
1.1 LabelBox, when it has not text, shows a gap.
Would you consider fixing it in U++ libs?
For me that is not important but for some folks with the argument about look...
1.2 You have removed my frame "hack" to show horizontal lines...
(Actually I had made a custom frame which I didn't send to you but I couldn't achieve the exact bottom line shadow...)
1.3. Positioning of the image: shows gaps between it and labelBox lines.
In my original version that was precise but only for DEBUG or Optimal. But not for both. The reason? Should some kind of images positioning be added to U++. Btw, I have another idea to introduce rounded tables in QTF...
2.Functionality:
2.1. Your introduced extra TopWindow for second app instance prevention shows on a windows task manager ( rect(-1.. ))(that's why I tried "selective initialization" with the same mainWindow) In a new version, when I tried to close it from task area with right click, something wrong happened: my laptop fan started blowing like crazy and computer responsivness became very very bad... But I will check, maybe a coincidence...
2.2 Why have you removed the minimize botton?

Btw, I didn't like in the Bolia's app Resing prevention with the resizing corner semi-functional...

I'll check for more...

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Subject: Re: Working on new article...
Posted by fudadmin on Tue, 15 Aug 2006 00:31:19 GMT
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Hey!  You removed the hyperlink. Why? The wxW example spen 2 big files for this... Thanks to your U++ QTF, I used 1 line...
Also, there should be some credits to  Priyank Bolia and maybe a link to some "jokes"...
Also, some typos and grammar should be corrected...

TODO? Registration for autostart?

Mirek, would mind to change the copyleft and add your name and instead of my e-mail a link to a forum?

---

Subject: Re: Working on new article...
Posted by mirek on Tue, 15 Aug 2006 07:42:43 GMT
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2.1 - can you work on that? so far I never encountered it.

Hyperlink - seemed to unfair to me

Meanwhile, while sleeping, I have found myself to be idiot - the whole EyeCare class is completely useless.... removing it will remove all "connection" logic, making the code even more shiny...

Mirek

---

Subject: Re: Working on new article...
Posted by fudadmin on Tue, 15 Aug 2006 09:06:26 GMT
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luzr wrote on Tue, 15 August 2006 08:422.1 - can you work on that? so far I never encountered it.

fan problem: can't repeat. One guess - it coincided with the original Pryink's instance running. I've forgotten it's registered and auto started...  and/or some flash adverts from Opera.

Quote:
Meanwhile, while sleeping, I have found myself to be idiot - the whole EyeCare class is completely useless.... removing it will remove all "connection" logic, making the code even more shiny...
Mirek

Now, I feel a guilty idiot... I didn't send my the very first attempt where I couldn't find the way to overcome private inheritance to open a window from TrayIcon... I felt that I was trying to get too much from U++... It's interesting what do you have in mind?

---

Subject: Re: Working on new article...
Posted by mirek on Tue, 15 Aug 2006 09:59:07 GMT
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Much simpler solution is to avoid EyeCare derived from TrayIcon. Putting TrayIcon as main window member variable is all that is needed, with the advantage that all that tedious connection code (like WhenConfig) is avoided.

I will post fixed app soon. Just have to study that startup registration code a bit...

Mirek

---

Subject: Re: Working on new article...
Posted by fudadmin on Tue, 15 Aug 2006 10:21:42 GMT
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luzr wrote on Tue, 15 August 2006 10:59Much simpler solution is to avoid EyeCare derived from TrayIcon. Putting TrayIcon as main window member variable is all that is needed, with the advantage that all that tedious connection code (like WhenConfig) is avoided.

Mirek

Yes, I had that in mind, too. But then decided to try the case I sent you.
Also, I thought about timers in designer selectable for layout dialogs... like in WideStudio...
Also, I wanted to use multiple inheritance... Wouldn't that possible or useful for this example. If not, why?
I think, those choices and considerations would be interesting and useful to mention with some kind of analysis for U++ users. I find the example a very rich source for several tutorials...
And Matt and Luigi are very good editors...

---

Subject: Re: Working on new article...
Posted by mirek on Tue, 15 Aug 2006 10:41:35 GMT
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Quote:
Also, I thought about timers in designer selectable for layout dialogs... like in WideStudio...

Not a good idea. Keep visual design to be design of visual things. Timers are code thing.

Quote:
Also, I wanted to use multiple inheritance... Wouldn't that possible or useful for this example. If not, why?

What would be base classes? TrayIcon and WithEyeCareLayout<TopWindow> ? That would result in some serious name clashes I am afraid...

Quote:
I think, those choices and considerations would be interesting and useful to mention with some kind of analysis for U++ users. I find the example a very rich source for several tutorials...

Well, as it is quite untypical piece of code to me, it is a nice source for U++ design too

Mirek

Subject: Re: Working on new article...
Posted by mirek on Tue, 15 Aug 2006 12:23:19 GMT
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Important note: Before you start the article or to make childish jokes again, please read carefuly this thread:

http://wxforum.shadonet.com/viewtopic.php?t=258&highligh t=ultimate

So be careful. Our final aim is not to piss off people, but to make them try U++...

Mirek

Subject: Re: Working on new article...
Posted by mirek on Tue, 15 Aug 2006 13:28:32 GMT
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Here it goes...

Please check, should be complete...

File Attachments
1) EyeCare.zip, downloaded 2061 times

Subject: Re: Working on new article...
Posted by fudadmin on Tue, 15 Aug 2006 23:20:45 GMT
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luzr wrote on Tue, 15 August 2006 14:28Here it goes...

Please check, should be complete...

Well, what can I say...
Mozart of C++! (M.Fidler)

Subject: Re: Working on new article...
Posted by exolon on Wed, 16 Aug 2006 09:15:12 GMT
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luzr wrote on Tue, 15 August 2006 13:23
So be careful. Our final aim is not to piss off people, but to make them try U++...

Mirek
To be fair, the posts there seemed to take things very personally and weren't really impartial, an attitude I haven't seen on the upp forums or in the comparison pages. But perhaps we should request an optimised version of comparison code on the 'official' forums for each framework we compare, to comply with this (not sure if it was a request or simply a negative statement):
Jorg wrote at http://wxforum.shadonet.com/viewtopic.php?t=258#1708To make a long debate short... if they really want to show how their code is compared to other toolkits, they should play it fair Wink if they don't, I don't put any value to comparisons ...
It's easy to say "your comparison wasn't fair because you optimised your code and stripped comments, and the code from our toolkit was old. Therefore there's no indication of whether your toolkit is good or not", so we should do what we can to counter such a statement fairly and prevent upp being overlooked out of some feeling of insult in future.

[edit]
Well, I noticed that post was quite old itself. Maybe attitudes have changed since then...

Subject: Re: Working on new article...
Posted by mirek on Wed, 16 Aug 2006 09:23:28 GMT
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Quote:
Well, I noticed that post was quite old itself. Maybe attitudes have changed since then...

Yes, when I am speaking about experiences, I am speaking about this.

Although I do not think that previous "comparisons" were unfair. OK, I missed one comment to remove in wxWidgets code and there was not that gently "disclaimer" page before the comparison. But I never said that wxWidgets or Qt or Jave is a joke

BTW, interesting fact is the complaint about code not being equivalent. Later, when "testing" with other people, I have found that the most likely reason they thought that is that they simply missed that changeing the play area size, which took significant portion of code in wxWidgets code and is very compact in U++ thanks to THISBACK1 callbacks... (but I might have missed something else too).

Mirek

---

Subject: Re: Working on new article...
Posted by unodgs on Wed, 16 Aug 2006 10:05:53 GMT
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luzr wrote on Wed, 16 August 2006 05:23
Although I do not think that previous "comparisons" were unfair.

I have an impression (after reading many similar posts) that people when once got used to some freamwork even if they know that something new exsists and it's better (much better if we speak about upp ) they will nver admit that loudly. What's more they try to convince themselves that their framework is still better and worth to stay with. I'm not able to say why it happens. I think it's some kind of need to be on top - my framework is the best and widely used so I am great programmer and my apps are cool. So if something really good appears suddenly they automaticaly comprers their framework in a way to show it as a better solution. That's why they talk about comments, unfair optimizations etc.. they just look for arguments whatever quality they are to prove that wxwidgets are still cool. That's my hubmle analysis

---

Subject: Re: Working on new article...
Posted by exolon on Wed, 16 Aug 2006 13:18:08 GMT
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unodgs wrote on Wed, 16 August 2006 11:05So if something really good appears suddenly they automaticaly comprers their framework in a way to show it as a better solution. That's why they talk about comments, unfair optimizations etc.. they just look for arguments whatever quality they are to prove that wxwidgets are still cool. That's my hubmle analysis

Definitely - I think it's an unfortunately natural tendency in us humans; we feel a bit uncomfortable

when confronted with a maybe better but different way of doing something we're already good at, and rather than consider "hey, I can do this, but it will require effort to see if it's really better or worse, and I'll be starting almost from scratch again", it's too easy to unconsciously sabotage your thinking and label it as inferior and a waste of time to save ourselves the effort.

I know I've done it many times, but it's important to be aware of it happening and to dismiss such thoughts and force yourself to be more impartial and objective. Nobody likes to stay stuck in a rut, but sometimes we drift into one without realizing and get comfortable.
Equally, we should have no shame in saying "that's done much better in VCF/wxWidgets/FOX/etc" and taking those ideas and sharing our own good ideas.
As long as we remember nothing is perfect and there's always something new to learn (and that no GUI toolkit is an "enemy" of another!), anything is possible

---

Subject: Re: Working on new article...
Posted by fudadmin on Wed, 16 Aug 2006 14:41:29 GMT
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I can understand any people who are using any toolkits... but wxWidgets?...

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Subject: Re: Working on new article...
Posted by mirek on Fri, 18 Aug 2006 07:35:32 GMT
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fudadmin wrote on Tue, 15 August 2006 19:20luzr wrote on Tue, 15 August 2006 14:28Here it goes...

Please check, should be complete...

Well, what can I say...
Mozart of C++! (M.Fidler)

There seem to be a bug in EyeCare (and couriously, exactly the same bug in wxWidgets version - they both refuse to uninstall on my XP machine.

Working on it.

Mirek

---

Subject: Re: Working on new article...
Posted by mirek on Fri, 18 Aug 2006 08:07:37 GMT
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OK:

```
void EyeCare::Exit()
{
 Break();
 trayicon.Break();
#ifdef PLATFORM_WIN32
 HKEY hkey;
 if(RegOpenKeyEx(HKEY_CURRENT_USER, regpath, 0, KEY_ALL_ACCESS, &hkey) ==
ERROR_SUCCESS) {
  RegDeleteValue(hkey, regname);
  RegCloseKey(hkey);
 }
#endif
}
```

(RegDeleteValue instead of Key)

Mirek

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Subject: Re: Working on new article...
Posted by mirek on Wed, 23 Aug 2006 11:35:01 GMT
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Any progress?

Mirek

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Subject: Re: Working on new article...
Posted by fudadmin on Wed, 23 Aug 2006 11:50:17 GMT
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luzr wrote on Wed, 23 August 2006 12:35Any progress?

Mirek

Unsuccesfully trying to get some doxygen functionality in topic++..

But mostly wasting time with one Topic++ annoying feature:
"Insert code".
(It adds those extra variables which I don't need!)

Or, please, tell my how to insert colorized code from files into tables side by side?

---

Subject: Re: Working on new article...
Posted by fudadmin on Wed, 23 Aug 2006 11:52:04 GMT
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luzr wrote on Wed, 23 August 2006 12:35Any progress?

Mirek

And don't forget I spent 3 days on uvs Topic problem!

Subject: Re: Working on new article...
Posted by mirek on Wed, 23 Aug 2006 12:44:27 GMT
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You should use "Insert code item..", then query for item(s) you want to document.

If you have latest IDE, it should "doxygen-insert" in latest fancy format like this:

http://upp.sourceforge.net/src$CtrlLib$TabCtrl$en-us.html

Mirek

Subject: Re: Working on new article...
Posted by fudadmin on Wed, 23 Aug 2006 13:04:10 GMT
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luzr wrote on Wed, 23 August 2006 13:44You should use "Insert code item..", then query for item(s) you want to document.

If you have latest IDE, it should "doxygen-insert" in latest fancy format like this:

http://upp.sourceforge.net/src$CtrlLib$TabCtrl$en-us.html

Mirek

This is exactly what I've got but which annoyes me most...
Because I have to delete those extra inserted params and change formatting...

Subject: Re: Working on new article...
Posted by mirek on Wed, 23 Aug 2006 13:15:50 GMT
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Would you rather prefer typing to deleting?

As for formatting, if you have better idea, propose (e.g. post a small topic file with proposed formatting).

Mirek

---

Subject: Re: Working on new article...
Posted by fudadmin on Wed, 23 Aug 2006 13:24:20 GMT
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luzr wrote on Wed, 23 August 2006 14:15Would you rather prefer typing to deleting?

As for formatting, if you have better idea, propose (e.g. post a small topic file with proposed formatting).

Mirek

Would be possible just to insert the code as it looks in the editor ? Ok, compromise - without background coloring (only keywords heighlighted) for the beginning... Just copy and paste...

---

Subject: Re: Working on new article...
Posted by mirek on Wed, 23 Aug 2006 13:46:53 GMT
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Sure, but monospaced fonts are too wide for docs.

Also, "as in editor" would not create hyperlinks for types...

Mirek

---

Subject: Re: Working on new article...
Posted by mirek on Wed, 23 Aug 2006 13:49:22 GMT
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Actually, I am starting to think you in fact request something different - possibility to copy&paste sources with syntax highlighting. Am I right?

Mirek

---

Subject: Re: Working on new article...
Posted by fudadmin on Wed, 23 Aug 2006 14:57:36 GMT
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luzr wrote on Wed, 23 August 2006 14:49Actually, I am starting to think you in fact request something different - possibility to copy&paste sources with syntax highlighting. Am I right?

Mirek

Yes, just combined:
table layout like this :
http://upp.sourceforge.net/www$uppweb$vswx$en-us.html
and reference examples
http://upp.sourceforge.net/reference$TreeCtrl.html

but table of 3 colums: instead of menus the third column for analysis.
And paste pieces of code into rows (cells)

To make those comparison more fair...
e.g U++ callbacks vs rolls of wrapping paper from wxWidgets...

---

Subject: Re: Working on new article...
Posted by mirek on Mon, 16 Oct 2006 15:53:20 GMT
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Any progress with the EyeCare article, Aris?

Mirek

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