Subject: Start a new project on Ultimate++?
Posted by Wolferl2 on Fri, 15 Dec 2006 08:49:56 GMT
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Dear community,

I plan a new project that should run on PC and (in the future) on the Mac. The software is rather simple, the user should specify some settings and the result is a sheet of paper that has to be printed or should be displayed as a preview.
I have done something similar before (see www.boenninghausen.de) for both the PC and the Mac - including Mac OS 8/9 .
The old project is developed twice, one version for the PC with Visual C++ and MFC, the other for the Mac is done with RealBasic. So I have twice the support, and a lot of questions - why is this better on the PC than on the Mac and vice versa.
So what I need is a way to make crossplattform development.

- Java programs don't look that good (to my opinion)
- Java/SWT is no real crossplattform development, (program once, test and debug anywhere)
- RealBasic is not that nice, so I really would like to stop the old project
- QT is too expensive

So Ultimate++ would be a good choice.

My questions now:

Is there a chance to start a new project that would run within 12 months on the Mac?

Can I print in a nice way in Ultimate++ (beside from drawing lines in absolute printer coordinates)?

Is the Array-Control extensible, so that I can add text-completion into the input cells of the grid?

Can I format the Array Control, so that it looks nice (no cell borders, background colors, frames, font size e.g.)

Can I say "dear ArrayControl, please print yourself on the printer and be sure all your content fits on 1 page wide and 2 pages tall" ?

I would really like to start using a new UI Framework and I hope all my needs can be done with Ultimate++

Best wishes

Wolfgang Hennig

Subject: Re: Start a new project on Ultimate++?

Posted by fallingdutch on Fri, 15 Dec 2006 09:15:48 GMT
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Hello Wofgang,

Wolferl2 wrote on Fri, 15 December 2006 09:49
So Ultimate++ would be a good choice.

it is a good choice

Wolferl2 wrote on Fri, 15 December 2006 09:49
Is there a chance to start a new project that would run within 12 months on the Mac?

Can I print in a nice way in Ultimate++ (beside from drawing lines in absolute printer coordinates)?

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I would really like to start using a new UI Framework and I hope all my needs can be done with Ultimate++

Wether U++ will fully support MacOs within 12 month i realy don't know, but i guess luzr will tell you.

I haven't done any printing with u++ before but i do know there is a pdf-printing function, maybee that could help you with your decission.

The ArrayCtrl is nice, but uno wrote a nice grid control which is worth a look at!
http://dgs.pac.pl/dgs.php?page=upp&sub=grid

Bas

Subject: Re: Start a new project on Ultimate++?
Posted by unodgs on Fri, 15 Dec 2006 09:19:13 GMT
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Wolferl2 wrote on Fri, 15 December 2006 03:49Dear community,
Can I print in a nice way in Ultimate++ (beside from drawing lines in absolute printer coordinates)?

yes.

Quote:
Is the Array-Control extensible, so that I can add text-completion into the input cells of the grid?

yes. ArrayCtrl uses standard input controls which can be extented in any way.

Quote:
Can I format the Array Control, so that it looks nice (no cell borders, background colors, frames, font size e.g.)

yes.

Quote:
Can I say "dear ArrayControl, please print yourself on the printer and be sure all your content fits on 1 page wide and 2 pages tall" ?

don't know that

Quote:
I would really like to start using a new UI Framework and I hope all my needs can be done with Ultimate++

Welcome on board! We hope that too

Subject: Re: Start a new project on Ultimate++?
Posted by mirek on Fri, 15 Dec 2006 09:35:41 GMT
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Wolferl2 wrote on Fri, 15 December 2006 03:49
Is there a chance to start a new project that would run within 12 months on the Mac?

It is the next big thing. I would like to say "yes". OTOH, honestly according to one year old roadmap, it should have been done 5 months back...

So all I can say is that we will start development I/2007. Meanwhile, it seems that U++ can run quite well as X11 app in MacOS (this is already tested).

Quote:
Can I print in a nice way in Ultimate++ (beside from drawing lines in absolute printer coordinates)?

Well, depends what you mean by "nice". But yes, my U++ apps do a lot of printing, mostly database reports.

Quote:
Is the Array-Control extensible, so that I can add text-completion into the input cells of the grid?

Wrong question. You put regular widgets into cells. So the thing you want to do is to create your widgets with text completion. (Which reminds me to put text completion on ToDo list

Quote:
Can I format the Array Control, so that it looks nice (no cell borders, background colors, frames, font size e.g.)

You have the full control over the cell appearance using the Display class. For simple cases (like colors and font size) you can also use AttrText values.

Quote:
Can I say "dear ArrayControl, please print yourself on the printer and be sure all your content fits on 1 page wide and 2 pages tall" ?

No. But you can write a 10 lines of code to do that. OK, not sure how "be sure all your content fits" will work when number of ArrayCtrl lines is variable, but generally, printing is simple.

Mirek

Subject: Re: Start a new project on Ultimate++?
Posted by Wolferl2 on Fri, 15 Dec 2006 09:48:00 GMT
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Dear community,

thanks a lot for your comments - this sounds really good. I hope I find the time after Christmas to start the project.

And I will post all my questions here - the response time is really great. And of course I will be a good tester for MacOS X!

Best wishes

Wolfgang

Subject: Re: Start a new project on Ultimate++?

Posted by fallingdutch on Fri, 15 Dec 2006 09:52:35 GMT
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Hello Wolfgang,
Wolferl2 wrote on Fri, 15 December 2006 10:48
thanks a lot for your comments - this sounds really good.

you are welcome.

Wolferl2 wrote on Fri, 15 December 2006 10:48I hope I find the time after Christmas to start the project.
And I will post all my questions here - the response time is really great. And of course I will be a good tester for MacOS X!

We hope so, too.
A MacOS tester ... is there a MacOS maintainer already?

Bas