Subject: something abaut brc file
Posted by mubeta on Sat, 03 Mar 2007 14:15:51 GMT
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Hi,
I think there is some problem in the U++ "brc/ship" tutorial package. Compiling the original file I get error abaut MemReadStream....; in fact this class don't return any String or Stream pointer. Now I am using the String object:

BZ2Decompress(String(root_all[i], root_all_length[i])) ...

(But why there is so many binary container in u++??)

At the same time, using Progress for show a friendly decompression status, the bar restart from zero foe every decompressed file, so I write this code:

```
// header
class MyProgress : public Progress {
  private:
  int ts, pp;

  public:
  void  SetMax(int max);
  void  SetLev(int lev);

  bool PartialProgress(int par, int tot);

  operator Gate2<int, int>() { return callback(this, &MyProgress::PartialProgress); }

  typedef MyProgress CLASSNAME;

};

// cpp
void  MyProgress::SetMax(int max) {

 ts = max;
 return;
}

void  MyProgress::SetLev(int lev) {

 pp = lev;
 Set(pp, ts);
 Refresh();
 return;
}
```

```
bool MyProgress::PartialProgress(int par, int tot) {

 double k = (double)ts / (double)tot;
 int p = fceil(par / k);
 Set(pp+p, ts);
 Refresh();

 return false;
}

...

// Package part

 MyProgress p;
 int ts = 0;
 int pg = 0;
 for(int i = 0; i < root_all_count; i++) ts += root_all_length[i];

 p.SetMax(ts);
 p.SetLev(0);
 p.Title("Installazione in corso");
 p.AlignText(Ctrl::LEFT);
 RealizePath(installPath + "\\1.5\\");
 for(int i = 0; i < root_all_count; i++) {
   p.SetText(root_all_files[i]);
  if(!SaveFile(installPath + "\\1.5\\" + root_all_files[i], BZ2Decompress(String(root_all[i],
root_all_length[i]), p))) {
   Exclamation("Errore. Pacchetto di installazione incompleto !");
   return;
  }
  pg += root_all_length[i];
  p.SetLev(pg);
 }
```

With many files at the same directory, where one it's much more big the all others, the original progress indicator never show the real decompression status. Using PartialProgress, the percentage bar is much more linear.

Last. brc file is not recompiled if the source file it's changed. How to make it sensitive at the new file??

Mauro Bottizzo.

Subject: Re: something abaut brc file
Posted by mirek on Sat, 03 Mar 2007 15:46:46 GMT
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Please, could you post packed package with this testcase?

Mirek

Subject: Re: something abaut brc file
Posted by mubeta on Sat, 03 Mar 2007 16:47:25 GMT
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File Attachments
1) E011Setup.zip, downloaded 488 times

Subject: Re: something abaut brc file
Posted by mirek on Sun, 04 Mar 2007 23:45:54 GMT
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mubeta wrote on Sat, 03 March 2007 09:15Hi,
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(But why there is so many binary container in u++??)

MemReasStream is not container, but Stream. The error in brc/ship is definitely there; now fixed (it is GCC/MSC compatibility issue, more specifically, it is MSC allowing nonstandard C++ construct).

Quote:
At the same time, using Progress for show a friendly decompression status, the bar restart from zero foe every decompressed file, so I write this code:

Yes, a good idea.

Quote:
Last. brc file is not recompiled if the source file it's changed. How to make it sensitive at the new file??

In package organizer, click on the .brc file, then right-click the right array and choose "Add dependencies" to specify files it depends on.

Mirek
