Subject: Please, add SetColor function to ProgressIndicator
Posted by spidertp on Tue, 23 Oct 2007 11:09:51 GMT
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In one of my projects I need to change the color of a ProgressIndicator.

So, I added few things to Progress.h and Progress.cpp:
1) in Progress.h in the class ProgressIndicator : public Ctrl {
1a) under protected:

Color SColor;

1b) under public:

void SetColor(Color& color) { SColor = color; }

2) in Progress.cpp
2a) in Constructor:
SetColor(SColorHighlight());
2b) in function void ProgressIndicator::Paint(Draw& w) I replaced w.DrawRect(r1,
SColorHighlight()); with w.DrawRect(r1, SColor);

and (I think) that's all folks

Can you include it to UPPSrc?

Best regards,
Tomek

Subject: Re: Please, add SetColor function to ProgressIndicator
Posted by mirek on Tue, 23 Oct 2007 16:16:12 GMT
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Yes, but that does not really work in XP (where chameleonized value is used to draw it using ChPaint).

Mirek

Subject: Re: Please, add SetColor function to ProgressIndicator
Posted by spidertp on Tue, 23 Oct 2007 18:08:01 GMT
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Thank you Mirek.

Quote:Yes, but that does not really work in XP (where chameleonized value is used to draw it using ChPaint)

Well, I use XP and it works for me, but I don't use chameleon technology for now... mainly because I don't understand what is a "chameleon technology"

Can you direct me to a manual about it?

Maybe you say, that I can change it by "chameleonized value"?

One personal question - have you made UPP mainly by yourself? It's quite huge amount of work! Great job!

Best regards,
Tomek

Subject: Re: Please, add SetColor function to ProgressIndicator
Posted by mirek on Tue, 23 Oct 2007 19:29:05 GMT
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spidertp wrote on Tue, 23 October 2007 14:08Thank you Mirek.

Quote:Yes, but that does not really work in XP (where chameleonized value is used to draw it using ChPaint)

Well, I use XP and it works for me, but I don't use chameleon technology for now... mainly because I don't understand what is a "chameleon technology"

Interesting, do you use XP ("Luna") theme or classic look?

Quote:
Can you direct me to a manual about it?

I guess just see the code carefully

OTOH, it can be easily fixed to show the color you want.

Quote:
Maybe you say, that I can change it by "chameleonized value"?

Well, that is another possibility...

Quote:
One personal question - have you made UPP mainly by yourself? It's quite huge amount of work!
Great job!

See the About in TheIDE. There is a lot of people involved over years.

Mirek

Subject: Re: Please, add SetColor function to ProgressIndicator
Posted by spidertp on Wed, 24 Oct 2007 05:41:25 GMT
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Hello,

Quote:Interesting, do you use XP ("Luna") theme or classic look?

I'm using classic look of XP (and I'm proud of it)

Quote:OTOH, it can be easily fixed to show the color you want.
Maybe you say, that I can change it by "chameleonized value"?
Well, that is another possibility...

Can you tell me how?

Best regards,
Tomek

Subject: Re: Please, add SetColor function to ProgressIndicator
Posted by mirek on Wed, 24 Oct 2007 11:29:58 GMT
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spidertp wrote on Wed, 24 October 2007 01:41Hello,

Quote:Interesting, do you use XP ("Luna") theme or classic look?

I'm using classic look of XP (and I'm proud of it)

That is OK, but try your patch with Luna (And yes, I think these things should work no matter what

Mirek

Subject: Re: Please, add SetColor function to ProgressIndicator
Posted by mirek on Wed, 24 Oct 2007 11:50:09 GMT

Well, anyway, ProgressIndicator now supports SetColor (fallbacks to "classic" look if color is set).

Mirek

Subject: Re: Please, add SetColor function to ProgressIndicator
Posted by spidertp on Wed, 24 Oct 2007 12:04:17 GMT

Quote:Well, anyway, ProgressIndicator now supports SetColor (fallbacks to "classic" look if color is set).
Thanks. Do I understand it correctly, that in a function SetColor you change style to classic automatically? If yes, that's good.

Quote:
That is OK, but try your patch with Luna (And yes, I think these things should work no matter what

So, as far I can see, I need to make my own pictures for:

hlook = CtrlsImg::PI();
hchunk = CtrlsImg::PIC();
vlook = CtrlsImg::VPI();
vchunk = CtrlsImg::VPIC();

in every color?? Pfffff...

Or write a function to copy image and change color palette to desired color?

Well, I've copied CtrlsImg::VPIC() and changed pallete to blue, but...

I changed style of ProgressIndicator and it looks ugly...

I made it with:
ProgressIndicator::Style style; // in main class declaration
style.hlook = CtrlsImg::PI();
style.hchunk = CtrlsImg::PIC();
style.vlook = CtrlsImg::VPI();
style.vchunk = Images::VPICblue();

Prog1.SetStyle(style);

What's the problem?

Best regards,
Tomek

File Attachments
1) ColorChanging.jpg, downloaded 670 times

Subject: Re: Please, add SetColor function to ProgressIndicator
Posted by mrjt on Wed, 24 Oct 2007 14:37:40 GMT
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ChPaint uses two 'HotSpots' to determine how to stretch the image. These can be set in the image editor by selecting the little orange dot on the second row of tools, then using the right and left mouse buttons to place them. If you duplicate the positioning in the original image it should work.

Also, you can set styles more easily if you copy the default style and just change what you need:

style = ProgressIndicator::DefaultStyle();
style.vchunk = Images::VPICblue();
This method will also addapt better to different global Chameleon styles.

Hope that helped,
James

Subject: Re: Please, add SetColor function to ProgressIndicator
Posted by spidertp on Thu, 25 Oct 2007 06:16:08 GMT
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Quote:ChPaint uses two 'HotSpots' to determine how to stretch the image. These can be set in the image editor by selecting the little orange dot on the second row of tools, then using the right and left mouse buttons to place them. If you duplicate the positioning in the original image it should work.

Also, you can set styles more easily if you copy the default style and just change what you need:

style = ProgressIndicator::DefaultStyle();
style.vchunk = Images::VPICblue();

This method will also addapt better to different global Chameleon styles.

Thanks James. Without your help I think I would be not able to find the meaning of those hotspots.

But I still don't understand the difference between blue hotspot and orange one (e.g. why the blue one is before the orange one?).

I copied the hotspots from Ctrls.iml but ProgressIndicator doesn't look equally.

Can anybody explain to me the use of hotspots a little bit more (especially, how can I change their position by code)?

Best regards,
Tomek

File Attachments
1) Chameleon.jpg, downloaded 651 times

Subject: Re: Please, add SetColor function to ProgressIndicator
Posted by spidertp on Thu, 25 Oct 2007 06:24:44 GMT
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Maybe this is a little bit better, but it's still too thin...

File Attachments
1) Chameleon.jpg, downloaded 640 times

Subject: Re: Please, add SetColor function to ProgressIndicator
Posted by spidertp on Fri, 26 Oct 2007 09:07:34 GMT
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So, I changed a little bit the ProgressIndicator class to change the color even in Xp Style.

The changes are?
1) in Progress.h
1a) added two more variables in protected:
 Style XPstyle;
 Image img;

1b) i made only the declaration of SetColor
 void SetColor(Color& color);
1c) added two more functions in protected
 void ChangeVChunk(Color& color);
 void ChangeHChunk(Color& color);

2) in Progress.cpp
2a) added definition of SetColor:

```
 if(GUI_GlobalStyle() >= GUISTYLE_XP && !percent) {
  Size sz = GetSize();
  if(sz.cy > sz.cx) {
   ChangeVChunk(color);
  }
  else {
   ChangeHChunk(color);
  }
  SetStyle(XPstyle);
 }
 else {
  SColor = color;
 }
```

2b) added definition of ChangeVChunk

```
void ProgressIndicator::ChangeVChunk(Color& color)
{
 ImageBuffer ib(11,8);
 // draw points in an ImageBuffer with specified color
 for(int y=0; y<8; y++)
 {
  RGBA *l = ib[y];
  for(int x=0; x<11; x++)
  {
   // the first and the last row must be white
   if(y == 0 || y == 7)
   {
    *l = SWhite();
   }
   else if(x == 0 || x == 10) // the first and the last column must have alfa = 150
   {
    *l = color;
    l->a = 150;
   }
   else // everything else must be set to user color with alfa = 200
   {
    *l = color;
    l->a = 200;
   }
   l++;
  }
 }
```


```
 // HotSpots - coordinates best for me
 ib.SetHotSpot(Point(0,7));
```

```
  ib.Set2ndSpot(Point(10,0));

 // changing vchunk
 Premultiply(ib);
 img = ib;
 XPstyle = ProgressIndicator::StyleDefault();

 XPstyle.vchunk = img;
}


2c) added definition of ChangeHChunk
void ProgressIndicator::ChangeHChunk(Color& color)
{
 ImageBuffer ib(8,11);
 // draw points in an ImageBuffer with specified color
 for(int y=0; y<11; y++)
 {
  RGBA *l = ib[y];
  for(int x=0; x<8; x++)
  {
   // the first and the last row must be white
   if(x == 0 || x == 7)
   {
    *l = SWhite();
   }
   else if(y == 0 || y == 10) // the first and the last column must have alfa = 150
   {
    *l = color;
    l->a = 150;
   }
   else // everything else must be set to user color with alfa = 200
   {
    *l = color;
    l->a = 200;
   }
   l++;
  }
 }


 // HotSpots - coordinates best for me
 ib.SetHotSpot(Point(7,0));
 ib.Set2ndSpot(Point(0,10));

 // changing hchunk
 Premultiply(ib);
 img = ib;
 XPstyle = ProgressIndicator::StyleDefault();
```

```
  XPstyle.hchunk = img;
}
```

The only thing is that bars are still too thin for me. Also, differences between ChangeVChunk and ChangeHChunk are very small and they can be merged.
What do you think?

Best regards,
Tomek

File Attachments
1) Chameleon.jpg, downloaded 1073 times

Subject: Re: Please, add SetColor function to ProgressIndicator
Posted by mirek on Fri, 26 Oct 2007 11:07:11 GMT
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spidertp wrote on Fri, 26 October 2007 05:07
What do you think?

Well, I think you are really quite good

Anyway, this thing is supposed to work (and indeed does work) even if you switch the theme in XP (e.g. to make XP look like MacOS X). And on linux too (where, admitedly, the real meat is now still missing). And in Vista.

I know, adding SetColor slightly spoils it anyway, but IMO simple uniform color bar is acceptable everywhere.

In the same time, I think your code could easily be turned in external function (or utility class). No need to change uppsrc.

Which reminds me the persistent topic, to introduce "art" or "theme" package group that would contain all visual enhancements...

Mirek

Subject: Re: Please, add SetColor function to ProgressIndicator
Posted by spidertp on Fri, 26 Oct 2007 11:19:30 GMT
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---

luzr wrote on Fri, 26 October 2007 13:07spidertp wrote on Fri, 26 October 2007 05:07
What do you think?

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Which reminds me the persistent topic, to introduce "art" or "theme" package group that would contain all visual enhancements...

Mirek

Well, I still need to learn a lot. But I admit, that UPP gives me a real programming pleasure

I'm trying to make a little visualization for automation process and I'd to enhance ProgressIndicator a little bit.

Concerning new packages, maybe it's a good idea.

If you doesn't want to include my enhancements to UPPsrc, then tell me the name of a new utility class, and I wil make it.

I don't want to change my code every new version of UPP...

Best regards
Tomek

Subject: Re: Please, add SetColor function to ProgressIndicator
Posted by mirek on Fri, 26 Oct 2007 12:18:21 GMT
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spidertp wrote on Fri, 26 October 2007 07:19luzr wrote on Fri, 26 October 2007 13:07spidertp wrote on Fri, 26 October 2007 05:07
What do you think?

Anyway, this thing is supposed to work (and indeed does work) even if you switch the theme in XP (e.g. to make XP look like MacOS X). And on linux too (where, admitedly, the real meat is now still missing). And in Vista.

I know, adding SetColor slightly spoils it anyway, but IMO simple uniform color bar is acceptable everywhere.

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If you doesn't want to include my enhancements to UPPsrc, then tell me the name of a new utility class, and I wil make it.

I don't want to change my code every new version of UPP...

Best regards
Tomek

Do you need a class for it?

I am not 100% sure, but I think it should be possible to make simple

void SetProgressXPColor(ProgressIndicator& pi, Color c);

function (perhaps with some static ArrayMap<Color, ProgressIndicator::Style> inside).

Mirek

Subject: Re: Please, add SetColor function to ProgressIndicator
Posted by piratalp on Fri, 26 Oct 2007 15:54:12 GMT
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I have already chameleonized both progressindicator and progressinfo while in the road to ribbonize upp, so all this thing will for sure break my work and viceversa.

I'm very busy ATM with tons of things to do so ribbon skin was frozen about 2 weeks ago and I

don't know exactly when I'll return to it but I see it's becoming more difficult to sync with fresh code, all this because contributors don't have cvs/svn/uvs write access.. (really the first time I see this way of updating an OpenSource project..)

Regards

Subject: Re: Please, add SetColor function to ProgressIndicator
Posted by mirek on Sat, 27 Oct 2007 13:14:53 GMT
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piratalp wrote on Fri, 26 October 2007 11:54I have already chameleonized both progressindicator and progressinfo while in the road to ribbonize upp, so all this thing will for sure break my work and viceversa.

Yes, unfortunately, you are right.

Quote:
I'm very busy ATM with tons of things to do so ribbon skin was frozen about 2 weeks ago and I don't know exactly when I'll return to it but I see it's becoming more difficult to sync with fresh code, all this because contributors don't have cvs/svn/uvs write access.. (really the first time I see this way of updating an OpenSource project..)

I am not sure how is the policy of other projects, but I do not think that anybody with sf.net account has a write access to the repository...

Mirek