
Subject: Linux improvements

Posted by [mirek](#) on Tue, 25 Dec 2007 18:33:52 GMT

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* GTK chameleon MenuBar and ToolBar look much more native

* U++ CtrlLayoutOKCancel swaps OK and Cancel buttons (GTK UI guidelines are inverse to Windows) if they are the same size.

* Configuration files ("ConfigFile") are put under .upp directory instead directly to root

Subject: Re: Linux improvements

Posted by [mdelfede](#) on Tue, 25 Dec 2007 23:03:20 GMT

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luzr wrote on Tue, 25 December 2007 19:33

.....

* Configuration files ("ConfigFile") are put under .upp directory instead directly to root

Uhmhhh... I don't like too much that one.

I have upp (devel) in ~/sources/uppdev, so theide don't find config anymore.

In Linux is usual to keep config files on a per-user basis in its home dir as before.

IMHO, the best would be (as sometimes in windows) to keep configs on the dir where app resides (I know, now Linux purists will shoot me), pity that on unix there's no reliable way (AFAIK) to find the path where app resides and, more, usually that path is owned by root, so not writeable.

At the end, the best way would be :

- 1) Keep theide executable in /usr/bin
- 2) Keep upp sources somewhere in /opt/upp
- 3) Keep MyApp (and user files...) somewhere inside user home dir
- 4) Config files should stay on user home dir.

On an user view, on first ide run cfg files, samples, maybe references AND MyApp folders should be copied somewhere in user home path, maybe asking user where.

There also should be the possibility to run thede with different config files, in order to keep the ability to run more versions of theide.

The *best* would be a common (user) cfg file containing more profiles. For example :

<default>

test

stable

devel

myprofile1
myprofile2

Each giving different configs. You could then run

theide

with default profile; or

theide -p myprofile1

with 'myprofile1' configs.

There should also be some profile manager on theide itself.

It looks (maybe) complicated, but it's done for example in AutoCAD and it works quite well.

That could be done both on windows and Linux sides.

Ciao

Max

EDIT : Now I've seen how it works and it's not bad at all

Cfg files are kept as before with executable names (ide, theide, ecc...), but without initial dot (.) and in ~/.upp, so

~/.upp/ide
~/.upp/theide

instead of

~/.ide
~/.theide

as before.

That's similar of what I meant, besides the lack of ability to give a profile when executable is run.

I'll put a little howto in next svn update.

Ciao

Max

Subject: Re: Linux improvements

Posted by [mirek](#) on Wed, 26 Dec 2007 10:16:30 GMT

mdelfede wrote on Tue, 25 December 2007 18:03luzr wrote on Tue, 25 December 2007 19:33

.....

* Configuration files ("ConfigFile") are put under .upp directory instead directly to root

Uhmhhh... I don't like too much that one.

I have upp (devel) in ~/sources/uppdev, so theide don't find config anymore.

In Linux is usual to keep config files on a per-user basis in its home dir as before.

Sorry for deficient description. But "root" and ".upp" I have of course meant "~" and "~/.upp".

Quote:

IMHO, the best would be (as sometimes in windows) to keep configs on the dir where app resides (I know, now Linux purists will shoot me), pity that on unix there's no reliable way (AFAIK) to find the path where app resides and, more, usually that path is owned by root, so not writeable.

Actually, GetExeDirFile already works in Linux. But just as you say, this is not a good idea, if nothing else because of read-only....

Quote:

- 1) Keep theide executable in /usr/bin
- 2) Keep upp sources somewhere in /opt/upp
- 3) Keep MyAppS (and user files...) somewhere inside user home dir

Actually, that change was meant about config files only, was not theide specific. It was dealing with general complaining about polluting ~ with many upp app config ".folders".

Mirek

P.S.: OK, next time I will read the whole message before replying

Subject: Re: Linux improvements

Posted by [mdelfede](#) on Wed, 26 Dec 2007 10:57:21 GMT

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luzr wrote on Wed, 26 December 2007 11:16

P.S.: OK, next time I will read the whole message before replying

... and I'll do some tests before posting

Things are better now than before, with all configs grouped on a single ~/.upp folder.

The only thng is still missing is a way to force theide to use a particular config. Getting it from the executable name is a bit limiting.

Ciao

Max

Subject: Re: Linux improvements
Posted by [mirek](#) on Wed, 26 Dec 2007 13:18:30 GMT
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mdelfede wrote on Wed, 26 December 2007 05:57luzr wrote on Wed, 26 December 2007 11:16
P.S.: OK, next time I will read the whole message before replying

... and I'll do some tests before posting
Things are better now than before, with all configs grouped on a single ~/.upp folder.
The only thng is still missing is a way to force theide to use a particular config. Getting it from the executable name is a bit limiting.

Ciao

Max

Actually, using current U++ library, it is already possible to use SetAppName to achieve this.
I will think about activating this feature soon....

Mirek

Subject: Re: Linux improvements
Posted by [gertwin](#) on Wed, 26 Dec 2007 13:50:45 GMT
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Just a minor thing, i compiled this morning the latest svn version.
The menus are looking more like the originals from the QtCurve style (from kde-look) but the text color makes it hard to read.

Combo boxes are looking much better compared to the 2007.1 release!
B.t.w. under the "standard gtk look" Clearlooks everthing looks fine.

Another thing that is of more importance is that the OpenGL widget is shifted to the top left of the application window covering menus and toolbars. The size of the OpenGL control is correct but its

place is shifted.

This is not visible in the OpenGL example, i can post a simple program that shows this behavior if you want.

Gertwin

File Attachments

1) [qrcurve_menu.png](#), downloaded 892 times

Subject: Re: Linux improvements

Posted by [mirek](#) on Wed, 26 Dec 2007 19:54:04 GMT

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Thanks!

BTW, any tips where to get and how to install QtCurve in Ubuntu?

Mirek

Subject: Re: Linux improvements

Posted by [gertwin](#) on Thu, 27 Dec 2007 08:58:08 GMT

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I don't know if ubuntu has a package for QtCurve, i use zenwalk.

I compiled it from the source

[http://www.kde-look.org/content/show.php/QtCurve+\(KDE4%2C+KDE3%2C+%26+Gtk2+Theme\)?content=40492](http://www.kde-look.org/content/show.php/QtCurve+(KDE4%2C+KDE3%2C+%26+Gtk2+Theme)?content=40492)

Maybe this <http://packages.ubuntu.com/gutsy/kde/qtcurve> wil help.

Gertwin

Subject: Re: Linux improvements

Posted by [gertwin](#) on Thu, 27 Dec 2007 10:23:32 GMT

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Here is a screenshot of the OpenGL widget in a TopWindow with a menubar.

Gertwin

File Attachments

1) [test_opengl.png](#), downloaded 893 times

Subject: Re: Linux improvements
Posted by [gertwin](#) on Thu, 27 Dec 2007 10:25:41 GMT
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And the source of the test program.

Gertwin

File Attachments

1) [OpenGLTest.tar.gz](#), downloaded 433 times

Subject: Re: Linux improvements
Posted by [mirek](#) on Thu, 27 Dec 2007 17:14:32 GMT
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QtCurve fixed.

Quick fix:

CtrlLib/ChGtk.cpp 826

```
if(!popup) {  
    gtk_widget_style_get(bar, "shadow_type", &shadowtype, NULL);  
    GtkWidget *item = gtk_menu_item_new();  
    gtk_menu_shell_append(GTK_MENU_SHELL(bar), item);  
    gtk_widget_realize(item);  
    popup = gtk_menu_new();  
    gtk_menu_item_set_submenu(GTK_MENU_ITEM(item), popup);  
    gtk_widget_realize(popup);  
    GTK_MENU_SHELL(bar)->active = true;  
}
```

(Some day I will make those doubled scrollbar arrows work too

Mirek

Subject: Re: Linux improvements
Posted by [gertwin](#) on Thu, 27 Dec 2007 20:01:57 GMT
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luzr wrote on Thu, 27 December 2007 18:14QtCurve fixed.

Quick fix:

```
if(!popup) {  
    gtk_widget_style_get(bar, "shadow_type", &shadowtype, NULL);  
    GtkWidget *item = gtk_menu_item_new();  
    gtk_menu_shell_append(GTK_MENU_SHELL(bar), item);  
    gtk_widget_realize(item);  
    popup = gtk_menu_new();  
    gtk_menu_item_set_submenu(GTK_MENU_ITEM(item), popup);  
    gtk_widget_realize(popup);  
    GTK_MENU_SHELL(bar)->active = true;  
}
```

(Some day I will make those doubled scrollbar arrows work too

Mirek

Yes, this looks good, thank you.

About the scrollbars, i modified the default QtCurve settings in config_file.c so that the appearance is round as with Clearlooks.

If that some day comes when you are implementing the double arrows also take a look at the shape of the arrows (upp draws them now the same as firefox).

Gertwin

File Attachments

1) [config_file.c](#), downloaded 528 times
