Subject: Style & T++....
Posted by mirek on Tue, 09 Sep 2008 14:34:03 GMT
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After introducing some minor improvements, I have tried to fix Size documentation using them.

I think we can use Size as "development example" for the final style...

Mirek

Subject: Re: Style & T++....
Posted by cbpporter on Tue, 09 Sep 2008 16:16:02 GMT
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Well, the ruler is a much better solution than that tab thing. But I do not like the fact that the ruler is displayed above the current paragraph, not below. Also, this way the first item has a ruler also, which is ugly. Also, you can not have an expression like: "here is the list with something: <ruler> item1". That would work with an obvious table, but with rulers as separators, it is IMO a very poor stylistic choice. It also makes "break" style redundant.

Also, "Size" and "Sizef" type description have their type name with a dark gray color. Is this part of the style?

Next step would be to make the inserted definitions obey the style. Right now a lot of manual fine tuning is needed.

Subject: Re: Style & T++....
Posted by mirek on Tue, 09 Sep 2008 18:35:54 GMT
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cbpporter wrote on Tue, 09 September 2008 12:16Well, the ruler is a much better solution than that tab thing. But I do not like the fact that the ruler is displayed above the current paragraph, not below. Also, this way the first item has a ruler also, which is ugly.

You can remove it from the first...

Another possibility is to use single paragraph as ruler.

Anyway, I must admit that this solution is much easier w.r.t. paging issues.

Quote:
Also, you can not have an expression like: "here is the list with something: <ruler> item1".

Note that even now, there is "item_next" style without ruler exactly to solve this problem....

You need this also when documenting a set of methods with single description (BTW, one more reason to use T++ instead of Doxygen).

Quote:
Also, "Size" and "Sizef" type description have their type name with a dark gray color. Is this part of the style?

No. A mistake. BTW, in the process I have introduced some bug into RichText which I then have fixed (and it caused gray in some cases) -> make sure you update your ide....

Quote:
Next step would be to make the inserted definitions obey the style. Right now a lot of manual fine tuning is needed.

Well, that is why I have started this thread

Let us make it perfect and I will then try to provide tools to automate the process....

Mirek

Subject: Re: Style & T++....
Posted by Mindtraveller on Tue, 09 Sep 2008 21:42:17 GMT
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I`d like to add some thoughts about template. If it is appropriate.

1. I think template should contain summary table of functions. Columns: function name (hyperlink to long description), function parameters, description. Table should be divided by functional groups. And functions inside each group are to be sorted alphabetically. Talking about size, summary table of constructors would look good.
2. Template variants could be summarized into table too.
3. Long descriptions of functions should go below summary tables.
4. Halftone logo on the right-top side of page would look good IMO. If it is needed I may draw one and upload here. Couldn`t find where to set background image.

Bugs? (found while editing sample help page)
-1. Strange behavour of tables with width less than 100% of page. Left & right margins are much bigger than in edit mode.
-2. Add background logo?
-3. Table doesn`t change it`s frame colour and even can`t disable frame at all.

File Attachments

1) size_h.JPG, downloaded 2130 times

Size_<T>

Size_ is a generic structure that describes a two dimensional size object. The horizontal dimension is represented by cx and the vertical one by cy. Both dimension are of type T.

Declaration

```
template <class T> struct Size_ : public Moveable< Size_<T> >
```

Templates predefined

Size	Size_<int>	Size_ with with **int** dimensions
Size16	Size_<int16>	Size_ with with **int16** dimensions
Size64	typedef Size_<int64>	Size_ with with **int64** dimensions
Sizef	typedef Size_<double>	Size_ with with **double** dimensions

Member functions

ctor	()	Creates an uninitialized **Size_**
ctor	Size_(const Value& src)	Default copy constructor
ctor	(T cx, T cy)	Creates a **Size_** object an initializes it's horizontal dimension with it's vertical dimension with **cy**
ctor	(const Size_<int>& sz)	Creates a **Size_** object and initializes it with a **Size sz**
ctor	(const Size_<short>& sz)	Creates a **Size_** object and initializes it with a **Size16 sz**
ctor	(const Size_<double>& sz)	Creates a **Size_** object and initializes it with a **Sizef sz**
ctor	(const Size_<int64>& sz)	Creates a **Size_** object and initializes it with a **Size64**

Subject: Re: Style & T++....
Posted by mirek on Tue, 09 Sep 2008 23:50:37 GMT
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Mindtraveller wrote on Tue, 09 September 2008 17:42I`d like to add some thoughts about template. If it is appropriate.

1. I think template should contain summary table of functions. Columns: function name (hyperlink to long description), function parameters, description. Table should be divided by functional groups. And functions inside each group are to be sorted alphabetically. Talking about size, summary table of constructors would look good.
3. Long descriptions of functions should go below summary tables.

IMO, this is not quite necessary. I have tried before and had always had problems distinguishing "short" and "long" description.

Moreover, table format does not work well - long singatures of methods go into more lines (at least, more likely) and are unreadable.

Mirek

Subject: Re: Style & T++....
Posted by cbpporter on Wed, 10 Sep 2008 02:20:57 GMT
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I reordered the styles with HR in regard. I attached the file rather than commit it. No use committing every stylistic change until it is more stable.

So how can we make styling more easy and consistent?
By having inserted definition be formated correctly:
1. Keywords must be all colored with the keyword color. Ideally it would be chooseable and not hardcoded, but since Qtf styles are paragraph related, I don't know how to best do this.
2. Other elements like <, >, (, & can maintain their dark gray color, but most be consistent again.
3. Typenames or function names must be black and consistent.
4. Template parameters should have their own color, as green in the example.
5. After the definition, a new paragraph with the "desc" style must be created, but without two spaces on it.
6. The nest paragraph must be auto inserted with style "breakhead", which is a short space up to the HR. This style must have the next paragraph style set to "breakline".
7. The next paragraph must be inserted as "breakline" which is a HR with small font size, the same size as breakhead. These names can be changed, but "breakhead" nad "breakline", or their new names must sort lexicographically this way. The next paragraph style of breakline is "item".
8. There are two definition styles: item and class. This can be fine tuned.

Other stuff:
1. Styles like "item" should have a flag to disable spell checking.

2. In the future, the Topic++ Browser should do a substitution on styles according to a configuration dialog, to allow a bigger font size for example, or a different color scheme for the visually impaired or people with just poor LCDs where a font 10 can not be read.

Edit: attachment removed

Subject: Re: Style & T++....
Posted by cbpporter on Wed, 10 Sep 2008 02:44:05 GMT
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cbpporter wrote on Wed, 10 September 2008 05:20
Other stuff:
1. Styles like "item" should have a flag to disable spell checking.

I noticed this can be achieved with language settings.
Updated doc.

File Attachments

1) Size$en-us.tpp, downloaded 695 times

Subject: Re: Style & T++....
Posted by captainc on Wed, 10 Sep 2008 03:00:33 GMT
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Quote:I noticed this can be achieved with language settings.
Updated doc.
Ahh ha, good pick up...

Subject: Re: Style & T++....
Posted by mirek on Wed, 10 Sep 2008 08:42:55 GMT
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cbpporter wrote on Tue, 09 September 2008 22:44cbpporter wrote on Wed, 10 September 2008 05:20
Other stuff:
1. Styles like "item" should have a flag to disable spell checking.

I noticed this can be achieved with language settings.
Updated doc.

Yes, and generator should do this...

Mirek

Subject: Re: Style & T++....
Posted by mirek on Wed, 10 Sep 2008 09:15:02 GMT
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cbpporter wrote on Tue, 09 September 2008 22:20I 3. Typenames or function names must be black and consistent.

The problem is that typenames in signatures are links (and links are blue underlined).

Quote:
5. After the definition, a new paragraph with the "desc" style must be created, but without two spaces on it.
6. The nest paragraph must be auto inserted with style "breakhead", which is a short space up to the HR. This style must have the next paragraph style set to "breakline".
7. The next paragraph must be inserted as "breakline" which is a HR with small font size, the same size as breakhead. These names can be changed, but "breakhead" nad "breakline", or their new names must sort lexicographically this way. The next paragraph style of breakline is "item".

Show me in Size

Quote:
8. There are two definition styles: item and class. This can be fine tuned.

Yes, there already are. Anyway, I believe we will have to find some way how to deal with that parameter list (at T++ user level).

Well, of course, the most simple way is to forget about it and describe parameters in 'desc'. I would vote for this, it leads to most dense style. Anyway, maybe we should have listing parameters as option or maybe even be able to insert them later?

Actually, inserting later makes the most sense.

Quote:
2. In the future, the Topic++ Browser should do a substitution on styles according to a configuration dialog, to allow a bigger font size for example, or a different color scheme for the visually impaired or people with just poor LCDs where a font 10 can not be read.

You can increase the font size in help browser by clicking the icon with "A"

Mirek

Subject: Re: Style & T++....
Posted by cbpporter on Wed, 10 Sep 2008 09:18:49 GMT
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luzr wrote on Wed, 10 September 2008 12:15
Show me in Size

I think I already did. See Size.

Subject: Re: Style & T++....
Posted by mirek on Wed, 10 Sep 2008 11:03:56 GMT
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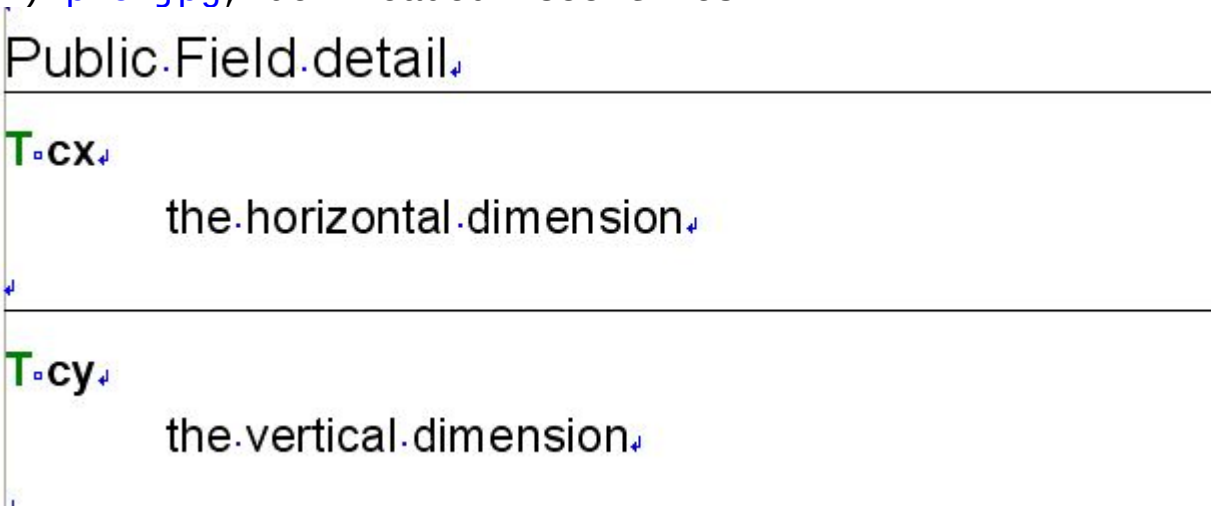
cbpporter wrote on Wed, 10 September 2008 05:18luzr wrote on Wed, 10 September 2008 12:15
Show me in Size

I think I already did. See Size.

- You have left rulers everywhere. I thought you do not like it for the first elements? ("item_next" - the name can be changed, of course).

BTW, see screenshot, maybe it does not look bad too...

File Attachments
1) pic.jpg, downloaded 1355 times



Subject: Re: Style & T++....
Posted by cbpporter on Wed, 10 Sep 2008 11:23:48 GMT
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Did you check it on SVN or the attachment?

Subject: Re: Style & T++....
Posted by mirek on Wed, 10 Sep 2008 12:20:14 GMT
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Sorry, svn. Missed *second* attachment

Mirek

Subject: Re: Style & T++....
Posted by mirek on Wed, 10 Sep 2008 18:38:02 GMT
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I am mostly OK with recent Size layout.

Notes:

Maybe we should not call sections "detail", I mean instead of "Method detail" I would use simple word "Method" or perhaps "Methods".

Returns a Size_ with it's dimension equal to the square of the dimension of a.

is IMHO quite confusion and/or incorrect description

Also, now thinking about it... Maybe it would be a good idea to "upgrade" "breakline" and "breakhead" styles to sentinels of one description. In that case, "breakhead" should be something like "section end" and "breakline" as "section begin".

This 'section' (better word needed) would be then used when description of single code item is required to delimit it.

Mirek

Subject: Re: Style & T++....
Posted by cbpporter on Wed, 10 Sep 2008 18:46:13 GMT
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luzr wrote on Wed, 10 September 2008 21:38
Maybe we should not call sections "detail", I mean instead of "Method detail" I would use simple word "Method" or perhaps "Methods".

"Method" doesn't sound too English to me when followed by a list. Maybe "Methods".

Quote:

Returns a Size_ with it's dimension equal to the square of the dimension of a.

is IMHO quite confusion and/or incorrect description

Yes, I'll fix that. Don't know what I was trying to say there .

Quote:
Also, now thinking about it... Maybe it would be a good idea to "upgrade" "breakline" and "breakhead" styles to sentinels of one description. In that case, "breakhead" should be something like "section end" and "breakline" as "section begin".

This 'section' (better word needed) would be then used when description of single code item is required to delimit it.

Mirek

And how can I do that?

Subject: Re: Style & T++....
Posted by mirek on Wed, 10 Sep 2008 18:49:03 GMT
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cbpporter wrote on Wed, 10 September 2008 14:46Quote:
Also, now thinking about it... Maybe it would be a good idea to "upgrade" "breakline" and "breakhead" styles to sentinels of one description. In that case, "breakhead" should be something like "section end" and "breakline" as "section begin".

This 'section' (better word needed) would be then used when description of single code item is required to delimit it.

Mirek

And how can I do that?

Eh, that is nothing that should concern you now What I said is that those two sentinel styles will

be understand by code that will be processing T++ documents....

Another small note: I think Upp at the start of document is, in the best case, redundant

Mirek

Subject: Re: Style & T++....
Posted by mirek on Fri, 12 Sep 2008 09:08:33 GMT
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I am playing with the style more and more...

Suggestion: Maybe only the method name and parameters should be bold? IMO, it looks better.

Mirek

Subject: Re: Style & T++....
Posted by mirek on Fri, 12 Sep 2008 11:16:04 GMT
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I have made many fixes in T++ and tried to support "The Style".

You can try from svn. Rebuild theide, then use "Reference" template and tell me what you think

Mirek

Subject: Re: Style & T++....
Posted by cbpporter on Fri, 12 Sep 2008 13:27:46 GMT
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I can see some nice progress. Unfortunately, applying the style destroy the formating for function definition, so they must be reformatted or reinserted. Small price to pay.

As for the no bolds formating, I don't know what to say: it doesn't feel wrong but it doesn't fell right either. But fine by me.

A couple of issues:
1. Latest SVN doesn't compile (under Linux). There is a _DBG_ somewhere. Sorry, I corrected it before I could take a note where it was, but is is easy to find.
2. When entering a multi line declaration, like a template one, both lines have a code reference set, so all references will have a counter of 2. This is worst in the case of classes, where clicking on a link towards them will open up a dialog letting me choose between two links that point to the

same item.
3. Also, when inserting the same templated method, the second line starts with a non breaking space. That space is ugly. On the same second line, a template parameter like "T" is not green, only on the first line. I think all instances of template parameters should be colored distinctively.

And congratulations on the parser progress. I loaded up some problem code that I had by hand, and it worked! I must test all my code that had problems, but things look very promising .

Subject: Re: Style & T++....
Posted by mirek on Fri, 12 Sep 2008 14:49:21 GMT
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Quote:
1. Latest SVN doesn't compile (under Linux). There is a _DBG_ somewhere. Sorry, I corrected it before I could take a note where it was, but is is easy to find.

Ops, sorry, once again I broken my ruler "compile ide in optimal mode" before commiting.

Quote:
2. When entering a multi line declaration, like a template one, both lines have a code reference set, so all references will have a counter of 2.

Hm, the question is whether to fix counter or put the reference to one paragraph only...

Quote:
3. Also, when inserting the same templated method, the second line starts with a non breaking space. That space is ugly. On the same second line, a template parameter like "T" is not green, only on the first line. I think all instances of template parameters should be colored distinctively.

I have noticed this. Will fix ASAP.

Quote:
And congratulations on the parser progress. I loaded up some problem code that I had by hand, and it worked! I must test all my code that had problems, but things look very promising .

Yeah, it was pretty lucky idea

Mirek

Subject: Re: Style & T++....

Posted by mirek on Fri, 12 Sep 2008 15:02:00 GMT
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P.S.: I am using "uppdev":"CoreTopics" as playground area for styling... These topics are complete separated from the uppsrc, no problem damaging anything, so if you want to show me something, you can use it...

Subject: Re: Style & T++....
Posted by mirek on Fri, 12 Sep 2008 15:17:46 GMT
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Quote:
3. Also, when inserting the same templated method, the second line starts with a non breaking space.

This one fixed.

BTW, another variation: "Times New Roman" font looks perhaps better (?).

Mirek

Subject: Re: Style & T++....
Posted by Mindtraveller on Sat, 13 Sep 2008 07:48:55 GMT
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A little proposal: making left and right margins between text and window frame increase text readability. For now these margins are about 3 pixels which is not enough. I propose margins equal to something like 15 pixels.

Subject: Re: Style & T++....
Posted by mirek on Sat, 13 Sep 2008 09:46:59 GMT
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Mindtraveller wrote on Tue, 09 September 2008 17:42
-1. Strange behavour of tables with width less than 100% of page. Left & right margins are much bigger than in edit mode.

Fixed.

Quote:
-3. Table doesn`t change it`s frame colour and even can`t disable frame at all.

Well, it works for me.

Anyway, you might be confused by this: If you reduce the frame width to zero, you will still see blue lines. Anyway, these are just "informational" - same category as "paragraph ends" or "hardspaces" - they are not visible in print or help.

You can even switch them out in richedit setup.

Mirek

Subject: Re: Style & T++....
Posted by chickenk on Tue, 23 Sep 2008 15:54:05 GMT
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Hi,

I just noticed, while examining the new style for Size documentation page, that the element using the "shead" style were non-antialiased... It seems that a non-antialiasing formatting symbol was added to the shead style.

Removing the character 't' in file Size$en-us.tpp line 7, column 17 corrects that.

Mirek, was that intended or has this character been spuriously inserted since you implemented code for non-antialiased style ? Maybe some forgotten tests... else, it may be something worth checking.

regards,
Lionel

Subject: Re: Style & T++....
Posted by mirek on Tue, 23 Sep 2008 16:00:34 GMT
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chickenk wrote on Tue, 23 September 2008 11:54Hi,

I just noticed, while examining the new style for Size documentation page, that the element using the "shead" style were non-antialiased... It seems that a non-antialiasing formatting symbol was added to the shead style.

Removing the character 't' in file Size$en-us.tpp line 7, column 17 corrects that.

Mirek, was that intended or has this character been spuriously inserted since you implemented code for non-antialiased style ? Maybe some forgotten tests... else, it may be something worth

checking.

regards,
Lionel

Well, that is very interesting. It is not even possible to set non-AA style in T++.

Either cbpporter was trying something (?) or there is bug in QTF parser or encoder... (or somewhere else).

Mirek

Subject: Re: Style & T++....
Posted by cbpporter on Tue, 23 Sep 2008 16:48:07 GMT
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luzr wrote on Tue, 23 September 2008 19:00

Well, that is very interesting. It is not even possible to set non-AA style in T++.

Either cbpporter was trying something (?) or there is bug in QTF parser or encoder... (or somewhere else).

Mirek
No, I think that I didn't try anything. Can't remember ever manually editing the Qtf.

I'll keep an eye out for it to appear again.

Subject: Re: Style & T++....
Posted by mirek on Wed, 24 Sep 2008 20:14:56 GMT
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chickenk wrote on Tue, 23 September 2008 11:54
Removing the character 't' in file Size$en-us.tpp line 7, column 17 corrects that.

Mystery solved.

Accidentally, I had 'command clash' - 't' is also "default tab size", which, for some reason, was not documented...

I have changed NonAA to 'T' to fix this issue...

Mirek

Subject: Re: Style & T++....
Posted by chickenk on Thu, 25 Sep 2008 05:57:31 GMT
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ok,

so indeed it was useful getting a bit deeper about that...

Thanks for investigating!

Lionel