Subject: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by mr_ped on Thu, 28 Jan 2010 15:10:39 GMT
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I tried to compile sources in fresh install of Debian Lenny (in virtualbox) with KDE 3.5, adding packages 1 by 1 until make finished successfully. (starting with "build-essentials" to have make)
After adding couple of libs it compiled ok, make install did work just as readme predicted, so it's ok.
As some newbie to [C++, compilation with make, linux] I would be maybe in quite a trouble, to recognize that I'm missing dev libraries, and to find the proper library package in Synaptics (default package manager) just from #include error message. For me it was very straightforward and easy, but maybe we should include some list of needed packages for most common distros.

I tried to compile several example/reference/uppsrc packages to see if I will hit default "all static" build method, but it didn't happen anywhere, all the time just "SHARED" (OK).

I found some minor problems with SqlCommander (wrong case in include, and linking asking for libmysql even when NOMYSQL flag is used), adding patch to fix it.

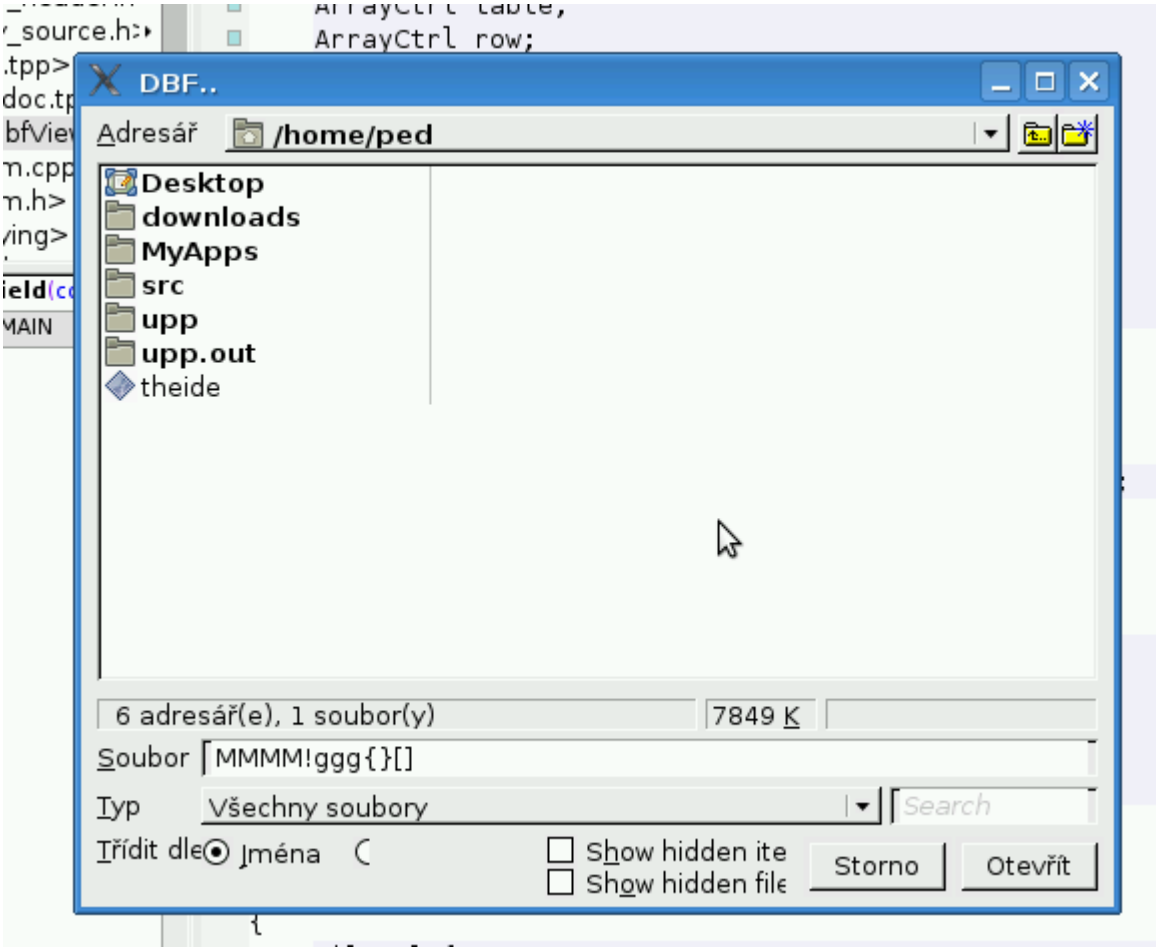
And at last, I'm attaching two open file dialogues, 1st is from U++ DbfView, other from native KWrite app.
I understand why U++ is not using native controls in such cases, but the visual difference is quite big AND the U++ dialog looks quite bad, including some little graphics glitches:

vs

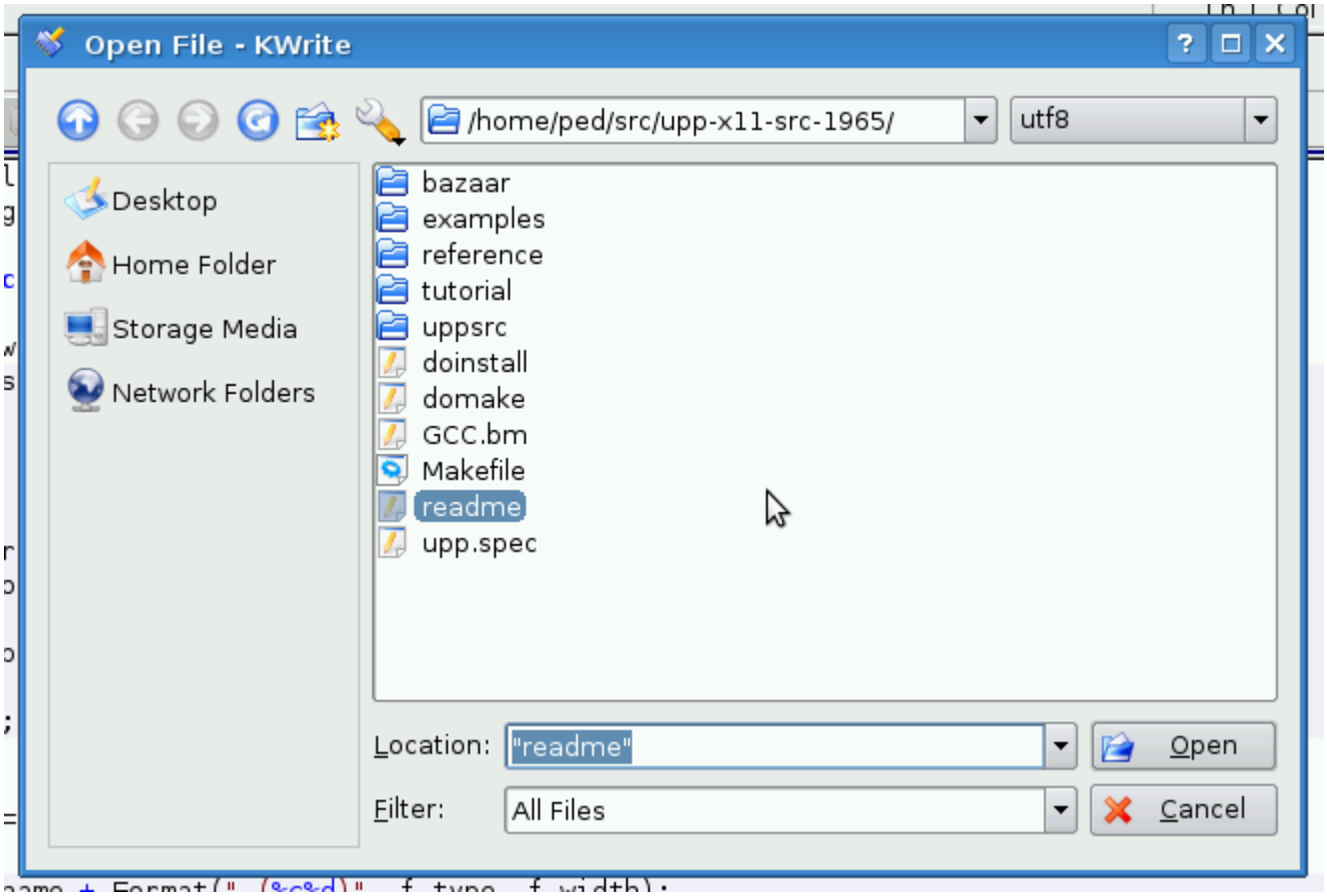
Maybe in such case (the U++ look is far from native widgets) the U++ should instead of bad native mimicking switch to it's best theme (probably some from windows world?) and stick to it.

File Attachments

1) upp_linux_compilation_fixes.patch, downloaded 621 times
2) DbfViewOpenFile.PNG, downloaded 1743 times



3) KWrite_Open_Dialog.PNG, downloaded 1750 times



Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by mr_ped on Thu, 28 Jan 2010 15:14:35 GMT
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Also I'm not sure where the DbfView got the idea to use Czech translation... just now I noticed it was not in English, but I don't recall setting Cz anywhere in the virtualbox during Debian install, I kept everything "US" as far as I can tell.
Must be some serious spying skills on U++ side..

Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by cbpporter on Thu, 28 Jan 2010 15:30:19 GMT
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Wow, that looks indeed quite ugly. Definitely more ugly than with NOGTK. Or is that a NOGTK build (it looks completely different and I never saw NOGTK having such visual glitches)?

Here is mine on a modern NOGTK build:

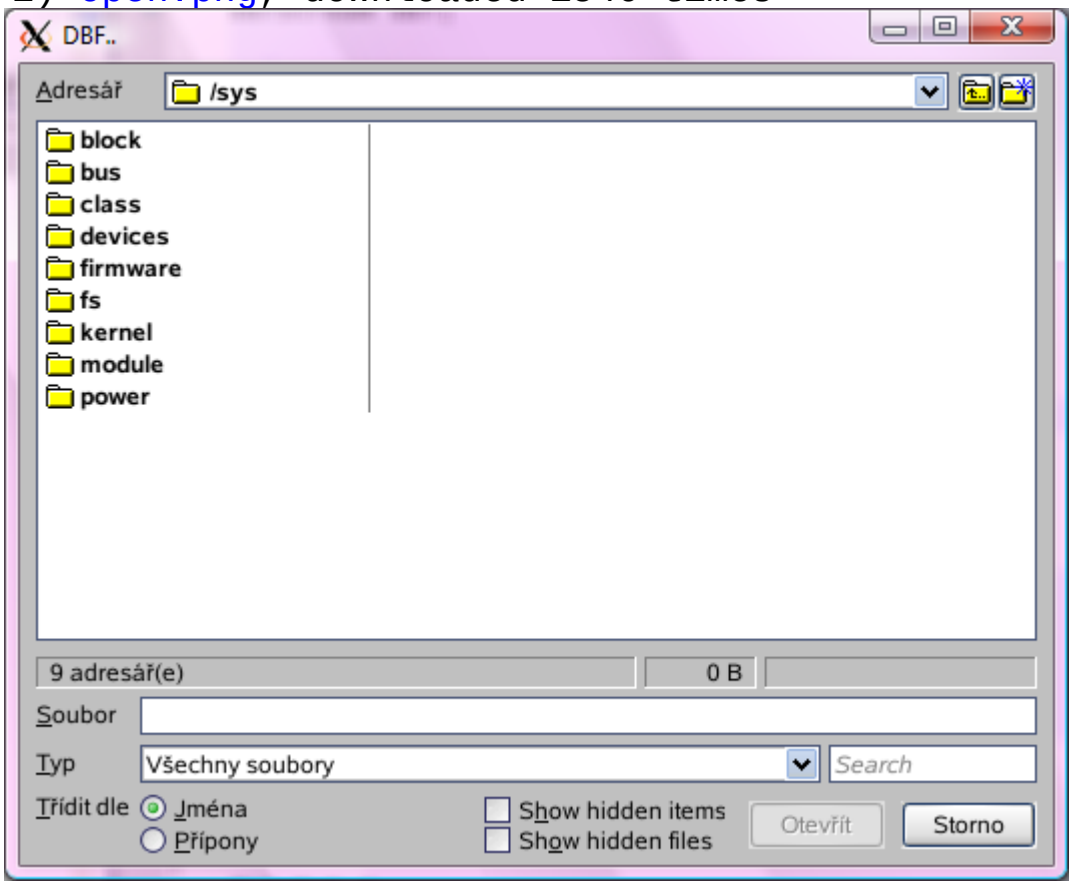
The Czech is set for some reason in DbfView. We should keep examples in English.

Anyway, as I understand we are trying to get included in Debian, so I'll fire up a virtual machine.

PS: I did upgrade one time the standard FileSel so it looked almost 100% the same as the Windows counterpart. The Buttons on the left should be replaces with non Windows icons though. Never finished it. I'll try to see if I still have sources.

File Attachments

1) open.png, downloaded 1546 times



Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by mr_ped on Thu, 28 Jan 2010 16:14:38 GMT
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It's compiled with gtk.
Actually I would expect quite opposite, the NOGTK to look worse, but probably under KDE it's more sane to use NOGTK since start. Your pic looks quite ok, still far from latest KDE3.5 themes, not even mentioning KDE4, but decent enough to present in finished application.

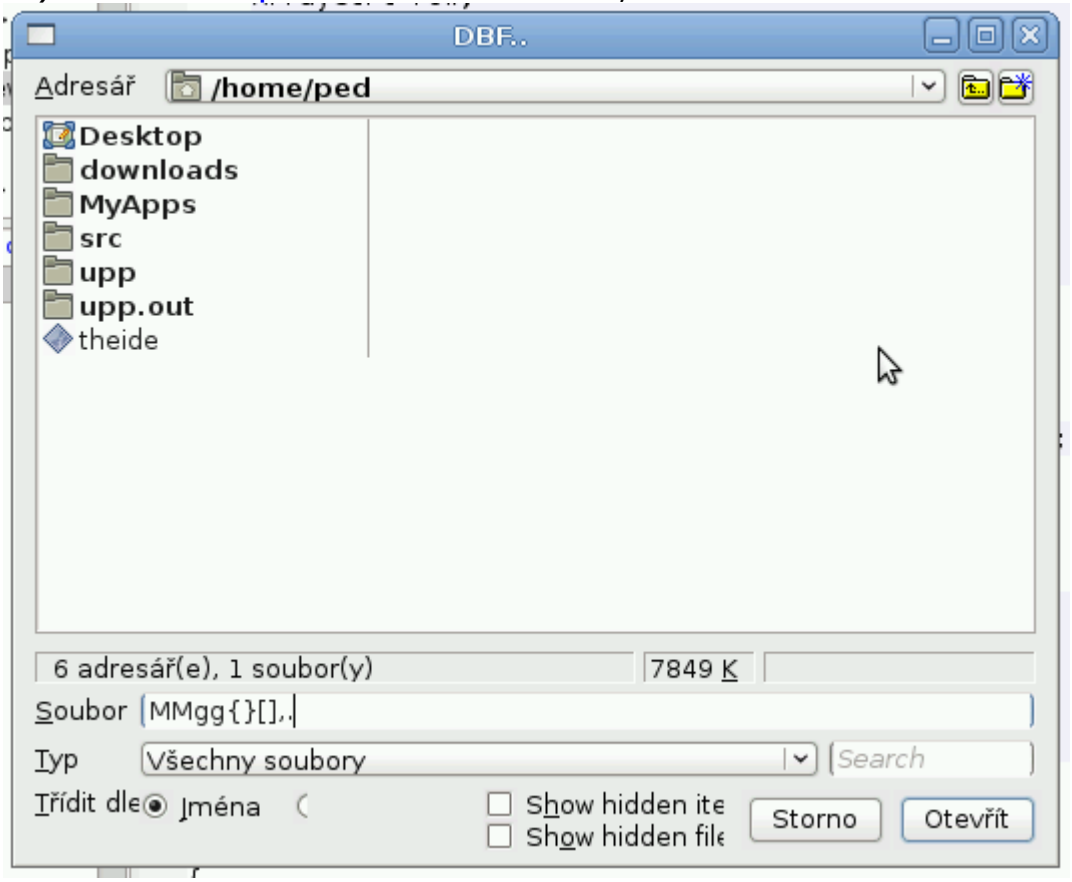
Here is pic from the same executable in Gnome (instead of KDE, I do have both installed, so I can switch easily).

Looks somewhat better, although some nasty cuts happened (left bottom - sort by radio buttons). Text fields looks to miss proper framing, but it's not obvious glitch, can look a bit like a desire.

Well, the whole open dialog layout in DbfView is probably not very standard, because for example TheIDE Ctrl+O does less cutting, although the non-native white background behind text fields doesn't look ok even there in KDE. In Gnome it looks ok, the framing works well and there's very little of original background remaining, so the white background fits there well.

File Attachments

1) DbfViewOpenFileGnome.PNG, downloaded 1594 times



Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by mr_ped on Thu, 28 Jan 2010 16:20:24 GMT
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Oh, and I forgot to add...
When I run theide from terminal, I get lot of libpng error messages about broken images, under KDE.

Under Gnome I did try theide just for a little while, but no message appeared. May be connected to the chameleon trying to get info about Gnome theme from KDE mimicking Gnome theme.
But I can't confirm it now, I must already go.

Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by dolik.rce on Thu, 28 Jan 2010 18:43:18 GMT
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Hi Ped
Nice analysis!

mr_ped wrote on Thu, 28 January 2010 17:20When I run theide from terminal, I get lot of libpng error messages about broken images, under KDE.
I can confirm this issue under XFCE and without any desktop environment (just window manager).
I tried to debug theide, found the problematic code, but couldn't get it to trigger breakpoint

Regards,
Honza

Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by mirek on Thu, 28 Jan 2010 18:45:56 GMT
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mr_ped wrote on Thu, 28 January 2010 11:20Oh, and I forgot to add...
When I run theide from terminal, I get lot of libpng error messages about broken images, under KDE.

Under Gnome I did try theide just for a little while, but no message appeared. May be connected to the chameleon trying to get info about Gnome theme from KDE mimicking Gnome theme.
But I can't confirm it now, I must already go.

That is really weird as the usage of .png is really limited - might it be gtk messages?

Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by mirek on Thu, 28 Jan 2010 19:29:29 GMT
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mr_ped wrote on Thu, 28 January 2010 10:10
Maybe in such case (the U++ look is far from native widgets) the U++ should instead of bad native mimicking switch to it's best theme (probably some from windows world?) and stick to it.

Ops. That happens if you convert some real-life work tools into U++ example...

Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by mirek on Thu, 28 Jan 2010 19:33:24 GMT
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mr_ped wrote on Thu, 28 January 2010 11:14It's compiled with gtk.
Actually I would expect quite opposite, the NOGTK to look worse, but probably under KDE it's more sane to use NOGTK since start. Your pic looks quite ok, still far from latest KDE3.5 themes, not even mentioning KDE4, but decent enough to present in finished application.

Here is pic from the same executable in Gnome (instead of KDE, I do have both installed, so I can switch easily).

Looks somewhat better, although some nasty cuts happened (left bottom - sort by radio buttons). Text fields looks to miss proper framing, but it's not obvious glitch, can look a bit like a desire.

Well, the whole open dialog layout in DbfView is probably not very standard, because for example TheIDE Ctrl+O does less cutting, although the non-native white background behind text fields doesn't look ok even there in KDE. In Gnome it looks ok, the framing works well and there's very little of original background remaining, so the white background fits there well.

Well, more bad by adopting work tools:

```
....
 Ctrl::NoLayoutZoom();
....
```

I guess after commenting this out, it should be better.

Still, it looks like Chameleon / GTK should perhaps be more conservative. I think there obviously are some facets of appearance that are more prone to artifacts than others.

Maybe, as intermediate step, we could activate such problem-prone parts only in themes that are proven to work fine?

Mirek

Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by cbpporter on Thu, 28 Jan 2010 20:20:41 GMT
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I only use NOGTK because on the systems where I install the headers are not available or needed (KDE machine). If you have Gnome installed it is pleasant to have U++ look the same as the rest of your applications.

Dependencies for NOGTK Debian 5:
build-essential
libx11-dev
libxft-dev
libpng12-dev

Dependencies for GTK:
libgtk2.0-dev
libnotify-dev

Still I couldn't link. I got a bunch of error like "undefined reference to 'png_write_row'.
EDIT: Using a normal (GTK) build I no longer have link errors. Problem is NOGTK.

I think we should provide two packages for the two modes of operation. And I also think I should create a new skin using traditional Chameleon theming to replace normal NOGTK theme. Current is similar to XP but uglier. I think that we should a theme that looks like something from 2010 and not 2000.

Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by mr_ped on Thu, 28 Jan 2010 21:07:18 GMT
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Mirek: did you notice the sqlite3.h -> Sqlite3.h patch?
(I hope I didn't hide it by those pics too much)
And I wonder about umk and buildallexamples. Should I try eventually patch them to work in linux? Would be neat, but I have no idea if it's possible in case of umk. (in case of build all examples it's just question of rewriting the app in worst case, but certainly doable even by me)

Quote:Maybe, as intermediate step, we could activate such problem-prone parts only in themes that are proven to work fine?

I think yes, it's 2010 and most of the new SW comes in fancy skins breaking all rules of old standardized UI with menu bar under window title (I personally dislike this).

So I think U++ should try to look native only in the most common theme combinations, which either look very good or have very conservative users (WinXP or older).

And let's improve some custom U++ chameleon skin to look very fancy, and use that in other cases, dropping native mimicking totally in such case. I think in the long run it will give better first impression from U++ based SW.

I will try to further dig into the current source releases and ubuntu/debian to see how stable it is, eventually fix something if I will be able to. How about some big "stable" release like 2008.1, including new 4.4 mingw & stuff, i.e. full solution? As I understand, you have finished all big changes, and didn't start any new, so it's maybe good time to let us work out some of those tiny details and release something extra stable for developers who can't upgrade U++ monthly.

Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by cbpporter on Thu, 28 Jan 2010 21:16:22 GMT
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luzr wrote on Thu, 28 January 2010 21:33
Well, more bad by adopting work tools:

....
 Ctrl::NoLayoutZoom();
....

I guess after commenting this out, it should be better.

Indeed, without NoLayoutZoom it looks great.

Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by mirek on Thu, 28 Jan 2010 23:52:41 GMT
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mr_ped wrote on Thu, 28 January 2010 16:07
So I think U++ should try to look native only in the most common theme combinations, which either look very good or have very conservative users (WinXP or older).

There can be levels of support. Some parts are quite simple and in fact make for 60% of impression - buttons, check boxes, radio buttons. I am quite confident we can support them everywhere.

Hard parts are e.g. scrollbars.

Extremely hard are editfields, dropdown fields (especially as U++ allows multiple buttons - had to be emulated using various heurestics), TabCtrl (btw, not even Firefox or Openoffice has TabCtrl right in GTK).

Then of course, it is a good idea to follow at least basic color scheme - "dialog face", text color, text font. But that is simple.

Mirek

Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by mirek on Fri, 29 Jan 2010 00:03:58 GMT
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mr_ped wrote on Thu, 28 January 2010 16:07
As I understand, you have finished all big changes, and didn't start any new, so it's maybe good

time to let us work out some of those tiny details and release something extra stable for developers who can't upgrade U++ monthly.

Actually, it would be quite nice if somebody would be maintaining some 'stable' release.

Current reality is that each next release is more stable than previous because of bugs fixed. To make 'stable' release really stable, we would need to branch and maintaner, carefully watching svn log and backporting critical fixes..

Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by mirek on Fri, 29 Jan 2010 00:06:51 GMT
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mr_ped wrote on Thu, 28 January 2010 16:07
And let's improve some custom U++ chameleon skin to look very fancy.

I would rather have something neutral as default. Something that mixes well with all major target. Thankfully, designs quite converge.

No problem providing really fancy skins in 'art'.

Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by cbpporter on Fri, 29 Jan 2010 10:59:03 GMT
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mr_ped, could you try a NO_GTK build?

I would like to update the build scripts.

When installing a deb everything seems OK. When building manually from sources, one would expect:
1. Everything to work
2. Behavior of installation should be comparable with other packages. I'm not saying that we should use autotools, because they are bloated beyond comprehension, but some base functionality like giving an error that lib is missing and supporting the standard --prefix and installation in /usr is a must.

Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by mr_ped on Fri, 29 Jan 2010 13:37:59 GMT
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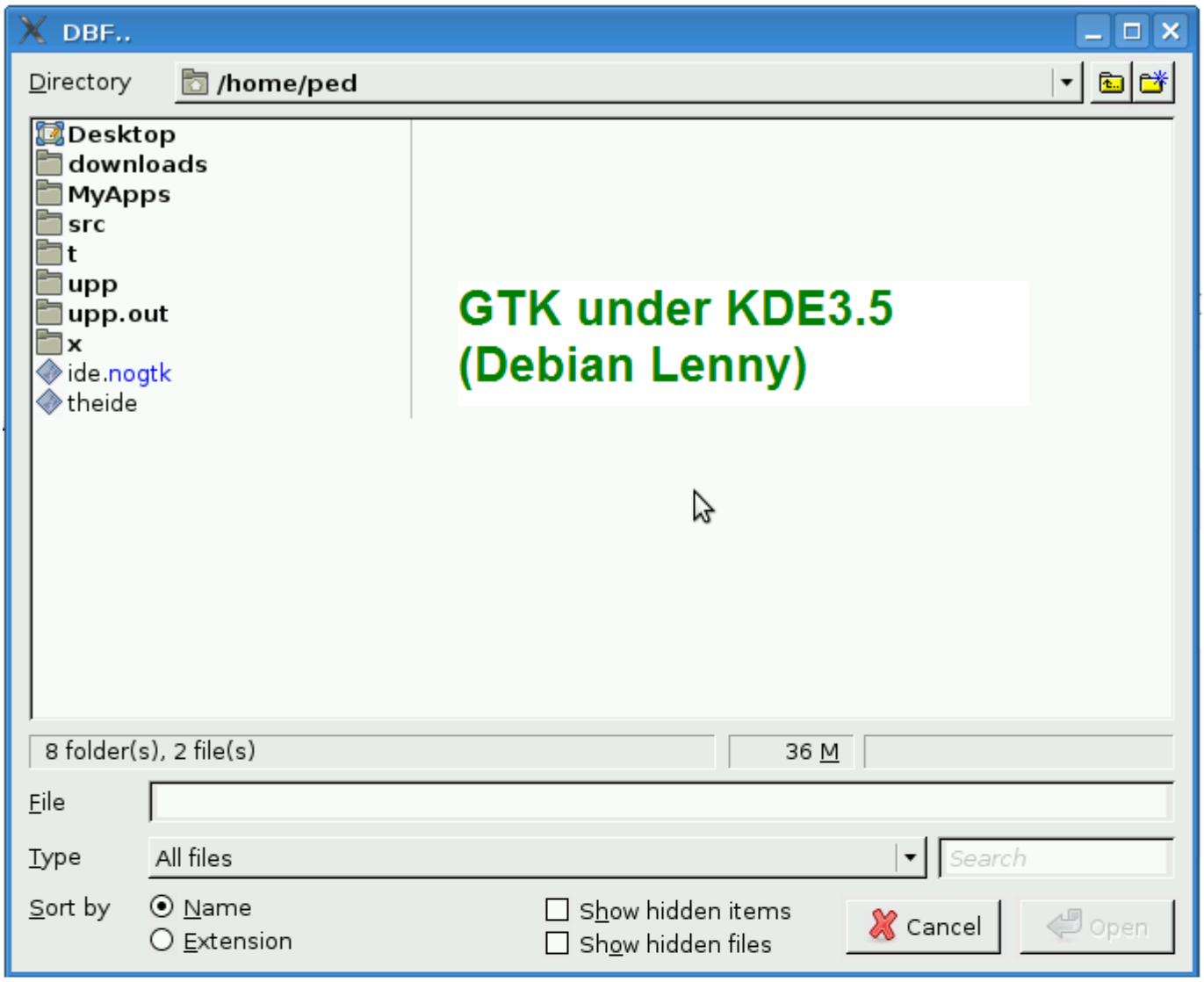
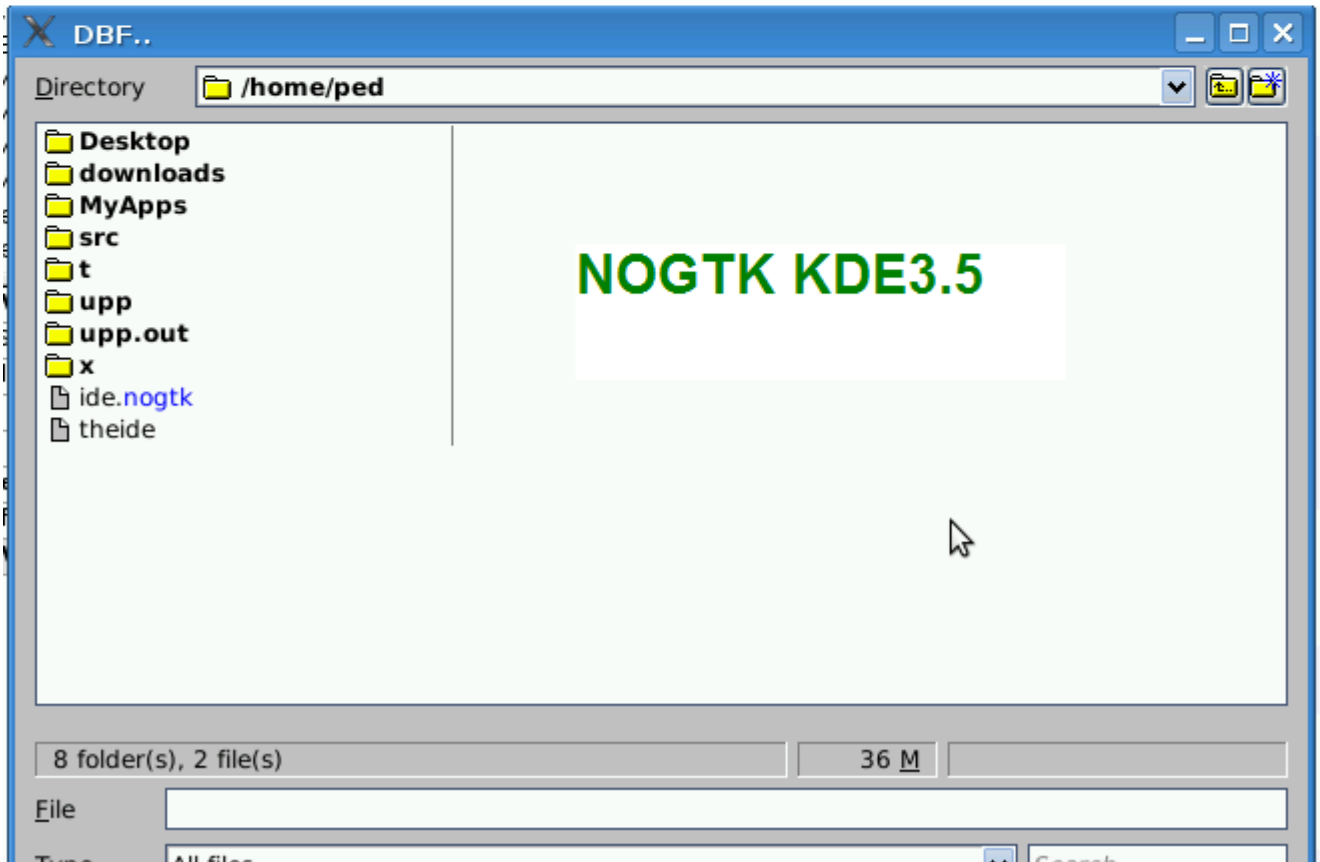
Under KDE3.5 with current SVN, firstly the GTK one, then NOGTK

File Attachments

1) DbfViewOpenFile_v2.PNG, downloaded 1479 times


DBF..
Directory
/home/ped
Desktop
downloads
MyApps
src
t
upp
upp.out
x
ide.nogtk
theide
GTK under KDE3.5
(Debian Lenny)
8 folder(s), 2 file(s)
36 M
File
Type
All files
Search
Sort by
Name
Extension
Show hidden items
Show hidden files
Cancel
Open


DBF..
Directory
/home/ped
Desktop
downloads
MyApps
src
t
upp
upp.out
x
ide.nogtk
theide
NOGTK KDE3.5
8 folder(s), 2 file(s)
36 M
File

Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by mr_ped on Fri, 29 Jan 2010 13:39:37 GMT
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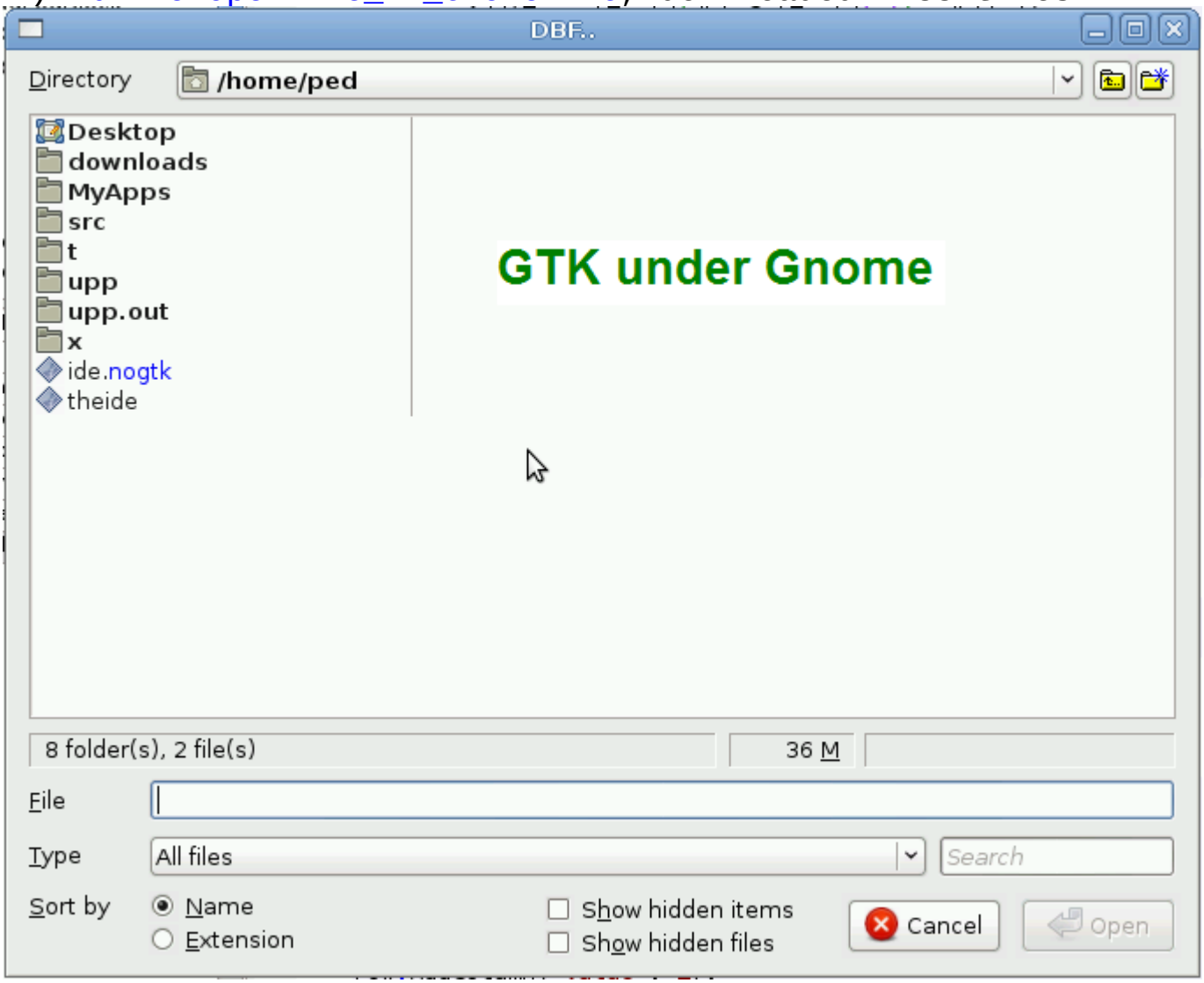
And GTK under Gnome.

File Attachments

1) DbfViewOpenFile_v2_Gnome.PNG, downloaded 1488 times



Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by mirek on Fri, 29 Jan 2010 13:45:08 GMT
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IMO, not bad. The only possible question is how GTK under KDE matches other GTK apps...

Mirek

Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by cbpporter on Fri, 29 Jan 2010 13:48:42 GMT
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So you managed to get U++ to build with NOGTK? I had no success with that. Or did you only build DbfView with NOGTK?

Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by mr_ped on Fri, 29 Jan 2010 14:09:05 GMT
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luzr wrote on Fri, 29 January 2010 14:45IMO, not bad. The only possible question is how GTK under KDE matches other GTK apps...

Mirek

This is the good thing about virtualbox ... *some* things are really easy to try + capture. (if it does boot, I already had 1 kernel panic very early during boot ... weird)

Gedit under KDE3.5:

I generally like the NOGTK U++ look much better in this case, this really feels like bad mix of old X11 crossed with old Solaris, this takes me back to 1993 (sitting behind VTxxx graphics terminals with keyboard which had Fkeys up to F20), except the icons on buttons. The NOGTK does look somewhere between W2k and WinXP, maybe after some color tweaking it would be as good as XP classic (i.e. it looks like 2001).
Still I think even the NOGTK is not good enough IMHO.

The GTK under Gnome is quite ok, I think that's a presentable look even today.

Now I think maybe I miss some KDE package which helps the GTK apps to mimick KDE better? I will try to check it out.
EDIT: yes, the "gtk-qt-engine" was not installed, I will try it and post another post with it enabled.

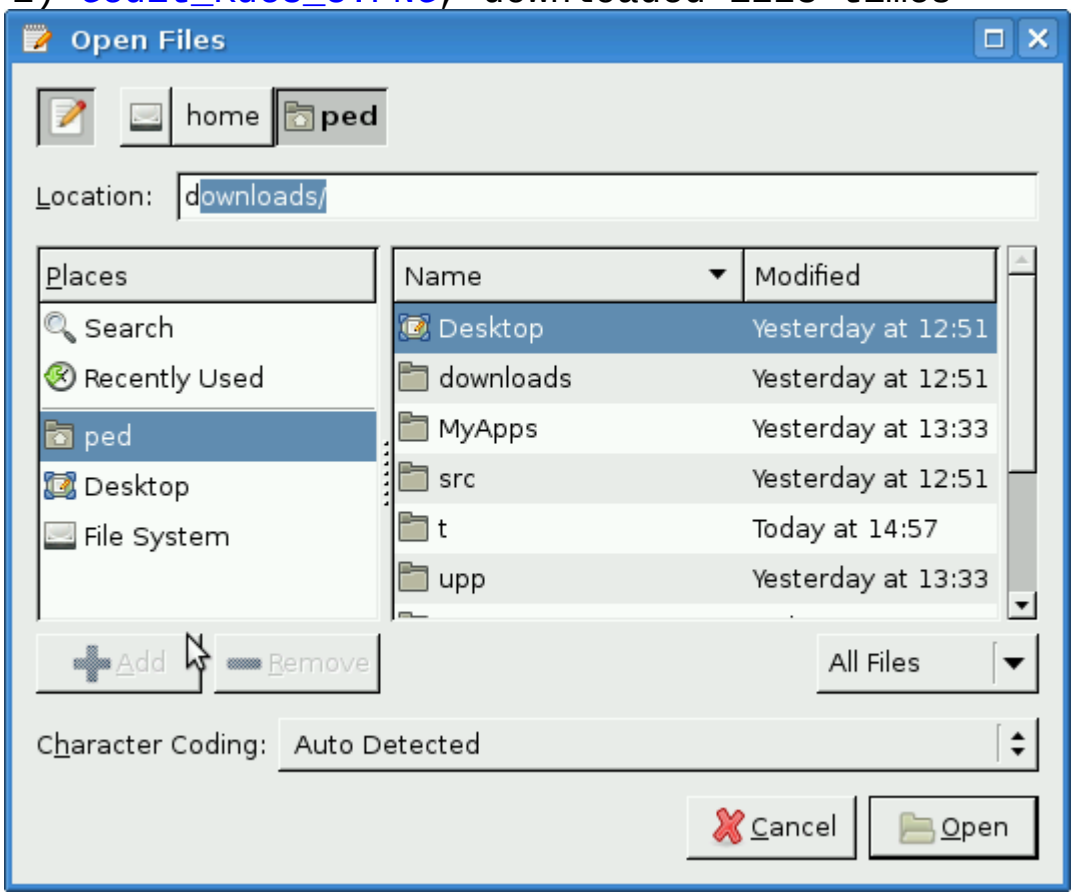
Also I noticed my mouse does get sometimes invisible boundary box, so I can't move to some area of screen, if I move the mouse several times here and there, the bbox does change a bit, eventually letting me go anywhere. I think this is absolutely not U++ related, but somewhere in vbox+debian+kde .. and I'm not sure, but I think it happened in gnome too.

Quote:So you managed to get U++ to build with NOGTK? I had no success with that. Or did you only build DbfView with NOGTK?

I did build NOGTK TheIDE too, but inside the GTK Ide, so it was just simple matter of switching the main config.
Didn't run into any problems, all required dev libs were already in place since building the GTK one. (this is "installed" IDE from 1965 source tarball, I mean that "make install" local user installation)
Then I did build the NOGTK DbgView in the NOGTK IDE, although judging from how it went there's no difference in GTK/NOGTK IDEs in my Debian, just visual. Both can build other packages in any configuration and execute them.

File Attachments

1) Gedit_Kde3_5.PNG, downloaded 1223 times



Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by mr_ped on Fri, 29 Jan 2010 14:36:23 GMT
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Ok, gtk-qt-engine installed. In KControl I did check "Use my KDE style in GTK applications".

Now the GTK version looks better even under KDE3.5.

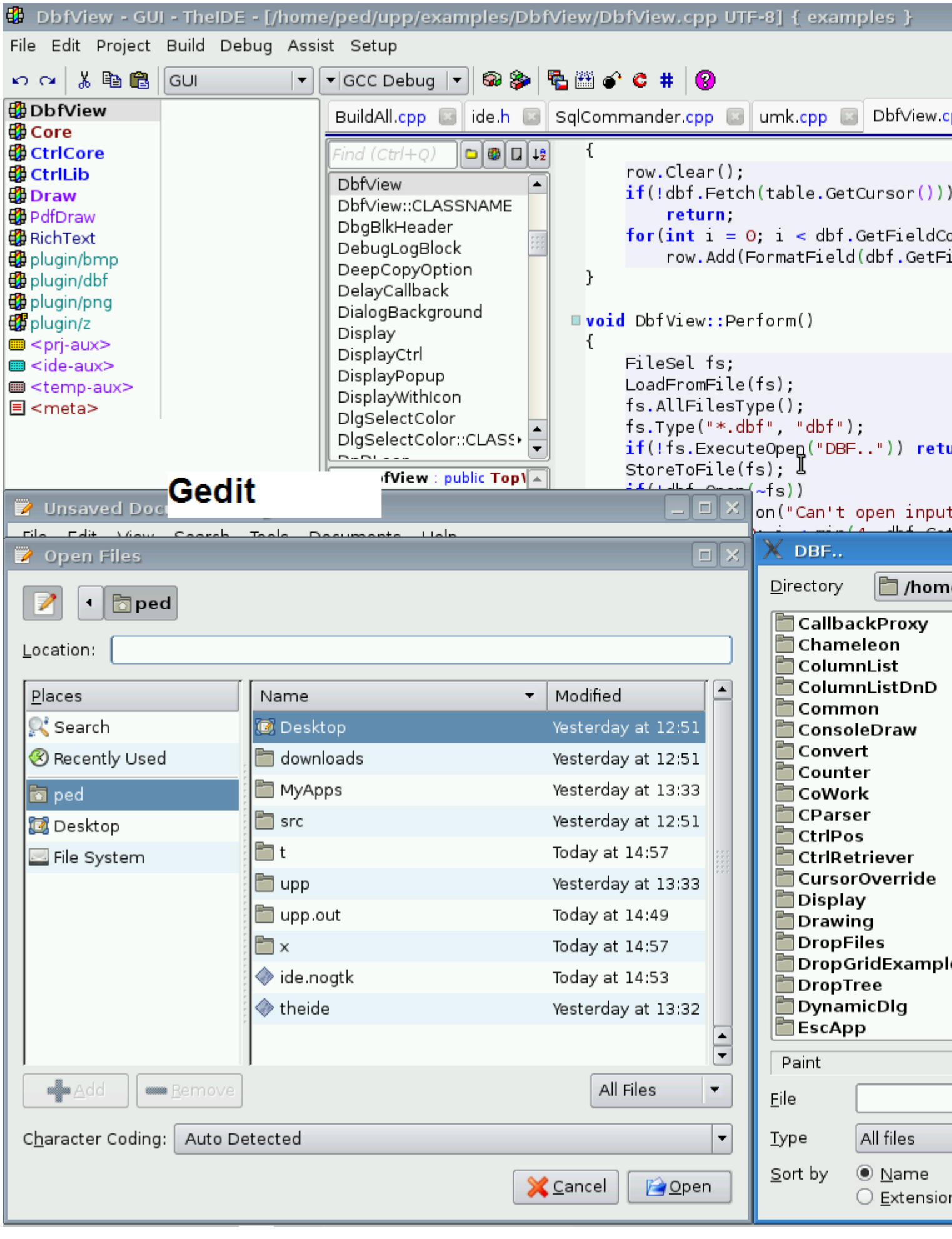
In the screenshot you can see even GTK TheIDE.

Although suddenly the system feels somewhat more sluggish. I'm not sure if it's the gtk-qt engine vs virtualbox SW rendering, or I didn't notice the slowness before, but I would swear the Gedit took 2 times longer to start then before.

I'm not inlining the pic because it's quite large.

File Attachments

1) gtk_qt_engine_ON.PNG, downloaded 867 times


DbfView - GUI - TheIDE - [/home/ped/upp/examples/DbfView/DbfView.cpp UTF-8] { examples }
File Edit Project Build Debug Assist Setup
GUI
GCC Debug
DbfView
Core
CtrlCore
CtrlLib
Draw
PdfDraw
RichText
plugin/bmp
plugin/dbf
plugin/png
plugin/z
<prj-aux>
<ide-aux>
<temp-aux>
<meta>
BuildAll.cpp
ide.h
SqlCommander.cpp
umk.cpp
DbfView.c
Find (Ctrl+Q)
DbfView
DbfView::CLASSNAME
DbgBlkHeader
DebugLogBlock
DeepCopyOption
DelayCallback
DialogBackground
Display
DisplayCtrl
DisplayPopup
DisplayWithIcon
DlgSelectColor
DlgSelectColor::CLASS
void DbfView::Perform()
FileSel fs;
LoadFromFile(fs);
fs.AllFilesType();
fs.Type("*.dbf", "dbf");
StoreToFile(fs);
Gedit
Unsaved Doc
Open Files
ped
Location:
Places
Search
Recently Used
ped
Desktop
File System
Name
Modified
Desktop Yesterday at 12:51
downloads Yesterday at 12:51
MyApps Yesterday at 13:33
src Yesterday at 12:51
t Today at 14:57
upp Yesterday at 13:33
upp.out Today at 14:49
x Today at 14:57
ide.nogtk Today at 14:53
theide Yesterday at 13:32
Add
Remove
All Files
Character Coding:
Auto Detected
Cancel
Open
DBF..
Directory
/hom
CallbackProxy
Chameleon
ColumnList
ColumnListDnD
Common
ConsoleDraw
Convert
Counter
CoWork
CParser
CtrlPos
CtrlRetriever
CursorOverride
Display
Drawing
DropFiles
DropTree
DynamicDlg
EscApp
Paint
File
Type
All files
Sort by
Name

Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by cbpporter on Fri, 29 Jan 2010 15:21:48 GMT
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So to summarize:
1. Problems are visible with KDE and I remember and old post regarding XFCE (probably any WM that is not Gnome) with Gtk build. The skin seems to be the same in all cases, but different from when running under Gnome, but I'll experiment to see if problem is general.
2. All Gtk build have problems with editfields when they are too small. I wonder if we are sure that information from Gtk is correct then we can clip the editfield contents?
3. I'll try to produce a "domakenogtk" script.

Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny
Posted by mirek on Fri, 29 Jan 2010 16:15:46 GMT
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cbpporter wrote on Fri, 29 January 2010 10:21
2. All Gtk build have problems with editfields when they are too small. I wonder if we are sure that information from Gtk is correct then we can clip the editfield contents?

The problem there is that Gtk approach to drawing editfields is completely different.

For GTK, editfield is undivisible entity similar to Button. So it draws background and text over it.

In U++, EditField is only the text area and is combined with Frame to provide the complete appearance. Plus, there can be more buttons etc...

So afwful amount of heurestics is required to extract something reasonable from this mess.