Subject: Function4U documentation update and misc
Posted by cbpporter on Sat, 06 Feb 2010 12:35:36 GMT

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Hi koldo,

I couldn't find your original topic so I'll post here an updated style for documentation in your Function4U package.

Also, Functions4U is not a main package, so it would be nice if you removed your empty main package configuration so it doesn't appear in the list all the time.

CreateFolderDeep seems to do the same thing as RealizeDirectory. And FormatLong seems similar to IntStr64. Are there any differences between these sets of functions? If there is only some minor difference that makes your version better, please try to convince Mirek to adopt your version so we can all benefit from it .

File Attachments
1) Function4U.rar, downloaded 330 times

Subject: Re: Function4U documentation update and misc
Posted by koldo on Sat, 06 Feb 2010 14:24:58 GMT

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Hello cbpporter

Thank you for your work in Functions4U package.

Quote:I couldn't find your original topic so I'll post here an updated style for documentation in your Function4U package.
I have open your T++ files but I have not found visual differences with original ones.
In addition one of your T++ pages have the title in brown:

Sorry. I do not understand next quote:

Quote:Also, Functions4U is not a main package, so it would be nice if you removed your empty main package configuration so it doesn't appear in the list all the time.

Quote:CreateFolderDeep seems to do the same thing as RealizeDirectory.
It is true. In new version it will appear but commented. After doing this function I realized that RealizeDirectory() existed as an undocumented function.

Quote:And FormatLong seems similar to IntStr64.

I am sorry. They are not the same.

Int64() is really FormatInt64:

inline String IntStr64(int64 i)   { return FormatInt64(i); }

And compare both. They are different. I had problems in the past with the compiler so I decided to add FormatLong():

String FormatInt64(int64 a);
String FormatLong(long a);

About this:

please try to convince Mirek to adopt your version so we can all benefit from it

really all the package could be candidate to be in Upp. See functions like:

- const char *StrToTime(struct Upp::Time& d, const char *s);

- String Replace(String str, String find, String replace);

- String GetDesktopFolder();

- bool LaunchFile(const char *file);

Some time ago I proposed to check them and transfer the most interesting ones to Upp. I do know Mirek is very busy so I do not want to insist him about it. As functions are available either inside Upp or in Bazaar/Functions4U anybody can enjoy them anyway .

```
File Attachments
1) Dib.PNG, downloaded 806 times
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Subject: Re: Function4U documentation update and misc
Posted by cbpporter on Sun, 07 Feb 2010 10:53:42 GMT
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Trust me, the modifications are there. Most of the times they are not easy to see, but they even solve some visual glitches.

Try doing a diff and you'll see.

Here is the update for Controls4U, split in two posts because the files are too big for attachment on forum.

```
File Attachments
```
1) `src.tpp.rar`, downloaded 332 times

Subject: Re: Function4U documentation update and misc
Posted by cbpporter on Sun, 07 Feb 2010 10:55:02 GMT
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```
File Attachments
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1) `srcdoc.tpp.rar`, downloaded 330 times

Subject: Re: Function4U documentation update and misc
Posted by koldo on Mon, 08 Feb 2010 20:53:18 GMT
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Quote:Trust me, the modifications are there. Most of the times they are not easy to see, but they even solve some visual glitches.

Try doing a diff and you'll see.

Here is the update for Controls4U, split in two posts because the files are too big for attachment on forum.
Hello cbpporter

It is hard for me to tell it but I cannot use your files

As I have told you before and in PM:

- There are so few changes that are negligible comparing to the number and size of T++ topics

- The T++ files in SVN are not the latest version

However I will implement your proposals to all packages I am involved as Functions4U, Controls4U, Tcc, OfficeAutomation and SysInfo.

One question pending. I do not understand this:
Quote:Also, Functions4U is not a main package, so it would be nice if you removed your empty main package configuration so it doesn't appear in the list all the time.

And I wanted to give you encouragement in improving the documentation

---

Subject: Re: Function4U documentation update and misc
Posted by cbpporter on Tue, 09 Feb 2010 09:19:24 GMT

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No problem, I'll check again once you are done with documentation.

As for the issue about main packages, you do know about main packages and non-main packages?

Have you ever created a package only to not have it show up in you assembly? It is annoying and you have to select an option from "Select main package" dialog to see them. This is the right solution. The other is to add a configuration to your package, making it a main package. This is not the right solution.

Main packages are packages that when compiled will result in a stand alone binary package, while non main packages are basically libraries. For example, Control4U_Demo is a main package. You can build it and you get you demo that is runnable. On the other hand, Controls4U is not a main package. It is not stand alone together with its dependencies, and is meant to be added as a dependency to other packages, like Control4U_Demo. If you try to build Controls4U only you will get an error because it is only a library.

Subject: Re: Function4U documentation update and misc
Posted by koldo on Tue, 09 Feb 2010 10:13:22 GMT

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cbpporter wrote on Tue, 09 February 2010 10:19No problem, I'll check again once you are done with documentation.

As for the issue about main packages, you do know about main packages and non-main packages?

Have you ever created a package only to not have it show up in you assembly? It is annoying and you have to select an option from "Select main package" dialog to see them. This is the right solution. The other is to add a configuration to your package, making it a main package. This is not the right solution.

Main packages are packages that when compiled will result in a stand alone binary package, while non main packages are basically libraries. For example, Control4U_Demo is a main package. You can build it and you get you demo that is runnable. On the other hand, Controls4U is not a main package. It is not stand alone together with its dependencies, and is meant to be added as a dependency to other packages, like Control4U_Demo. If you try to build Controls4U only you will get an error because it is only a library.
I understand

I set all packages as Main because this way they are always visible to be chosen.

Here there are two opposite points of view:

- When you open TheIde
You want to see executable packages only

- When you add a package to your project
You want to see libraries only

However as this is an official way of working I have removed the "main" area in .upp files for all
the libraries.

Subject: Re: Function4U documentation update and misc
Posted by koldo on Thu, 11 Feb 2010 23:48:29 GMT
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Hello cbpporter

All packages docs have been reviewed and uploaded to svn.

When you want to modify package files please tell it to me in advance in a PM for me to avoid
doing changes meanwhile.

Thanks for your job.

Subject: Re: Function4U documentation update and misc
Posted by Mindtraveller on Wed, 21 Jul 2010 13:13:13 GMT
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It looks like after update from SVN (rev. 2555) Functions4U leads to link error:Quote:error
LNK2005: "void __cdecl Upp::Xmlize<class Upp::GridCtrl>(class Upp::XmlIO,class Upp::GridCtrl
&)" (??$Xmlize@VGri
 dCtrl@Upp@@@Upp@@YAXVXmlIO</a<a
href="mailto:>@0" target="_blank">>@0</a@AAVGridCtrl"
target="_blank">>@AAVGridCtrl@0@@Z)

UPDATE: After commenting out function
template <> void Xmlize(XmlIO xml, GridCtrl& r)
everything links fine.

Subject: Re: Function4U documentation update and misc
Posted by koldo on Wed, 21 Jul 2010 21:03:12 GMT
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Mindtraveller wrote on Wed, 21 July 2010 15:13It looks like after update from SVN (rev. 2555) Functions4U leads to link error:Quote:error LNK2005: "void __cdecl Upp::Xmlize<class Upp::GridCtrl>(class Upp::XmlIO,class Upp::GridCtrl &)" (??$Xmlize@VGri dCtrl@Upp@@@Upp<a href="mailto:@@YAXVXmlIO" target="_blank">@@YAXVXmlIO</a<a href="mailto:>@0" target="_blank">>@0</a@AAVGridCtrl" target="_blank">>@AAVGridCtrl@0@@Z)

UPDATE: After commenting out function
template <> void Xmlize(XmlIO xml, GridCtrl& r)
everything links fine.
Hello Mindtraveller

Yes, you are right. Daniel has uploaded the same function (I asked him to do it).

I will remove it now.