Subject: LED Ctrl (for characters and numbers)
Posted by cb31_fr on Fri, 30 Jul 2010 13:40:37 GMT
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Hello,

I have discovered your marvellous IDE some months ago.
Congratulations ! Very powerful and complete tool...

Here is my little contribution for displaying LED characters.
If you find it useful, you can insert it into Upp.
You can also modify this package for improving it.

Sorry, my code is certainly not perfect, but my knowledge in C++ is limited.

My english too ; sorry again

Regards
Christian

```
File Attachments
```
1) LEDPackage.zip, downloaded 332 times

Subject: Re: LED Ctrl (for characters and numbers)
Posted by jerson on Fri, 30 Jul 2010 15:33:42 GMT
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Christian

Could you please attach a screenshot? I am unable to load the project files / I don't know how to do it.

Jerson

Never mind, I managed to get it working and here is the screenshot Super!!!

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File Attachments
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1) led.gif, downloaded 620 times

Subject: Re: LED Ctrl (for characters and numbers)
Posted by koldo on Fri, 30 Jul 2010 19:44:10 GMT
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Ja ja, very pretty

If it is not in CtrlLib it has to be in Bazaar soon!

Christian, if you cannot do it I can help you.

Subject: Re: LED Ctrl (for characters and numbers)
Posted by cb31_fr on Sat, 31 Jul 2010 16:00:44 GMT
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Thanks a lot.

I let you to insert this LED control into CtrlLib or into Bazaar part.

And if someone wants to improve it with new effects, no problem !!

Regards
Christian

Subject: Re: LED Ctrl (for characters and numbers)
Posted by koldo on Sun, 01 Aug 2010 21:18:01 GMT
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Hello cb31_fr

It is now added in Bazaar.

I have done some changes relating with this:

Before

 MyLED->SetBgColor(LtBlue) ;

After

   .SetLEDSize(3).SetFgLightOnColor(White).SetFgLightOffColor(Blue).SetBgColor(LtBlue);

I have removed the "new" in code. The U++ coding style is protective so recommends not to use new or malloc. Because of it it is not possible to initialize a Ctrl in the constructor, so I have added some functions to do it after.

The advantage of it is that you will not see heap leaks.

Please check the code. The changes have been light so the order of function calls could change the result.

Thank you very much . Please improve it as many times as you like.

Included in Bazaar table too here http://www.ultimatepp.org/www$uppweb$bazaar$en-us.html (on Monday).