Subject: FIX: ArrayCtrl to support Style
Posted by kohait00 on Tue, 14 Dec 2010 16:50:31 GMT
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here is changes for ArrayCtrl supporting Style stuff.
this obsoletes 2 functions, EvenRowColor(), OddRowColor()

maybe this can go upstream.

File Attachments
1) ArrayCtrl.h, downloaded 586 times
2) ArrayCtrl.cpp, downloaded 326 times

Subject: Re: FIX: ArrayCtrl to support Style
Posted by kohait00 on Fri, 17 Dec 2010 10:58:12 GMT
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a problem arises, TheIDE would need some fixes, since it is using the EvenRowColor etc.. things that are in Style now, so there one would need to use own Style per control..

EDIT:
some packages use the EvenRowColor/OddRowColor thing..

Quote:
C:\uppsvn\uppsrc\CtrlLib\AKeys.cpp(112): keys.NoHorzGrid().NoCursor();//.EvenRowColor();
C:\uppsvn\uppsrc\ide\Goto.cpp(157): //list.EvenRowColor();
C:\uppsvn\uppsrc\ide\OutputMode.cpp(113): //package.EvenRowColor();
C:\uppsvn\uppsrc\ide\SelectPkg.cpp(316): //alist.EvenRowColor();
C:\uppsvn\uppsrc\ide\Setup.cpp(409):
hlt.hlstyle.NoHorzGrid().SetLineCy(EditField::GetStdHeight() + 2);//.EvenRowColor()
C:\uppsvn\uppsrc\ide\Thisbacks.cpp(50): //list.EvenRowColor();
C:\uppsvn\uppsrc\ide\Virtuals.cpp(104): //list.EvenRowColor();
C:\uppsvn\uppsrc\RichEdit\StyleKeys.cpp(32): list.NoHorzGrid().NoCursor();//.EvenRowColor()
C:\uppsvn\uppsrc\usvn\SvnSync.cpp(26): list.NoCursor();//.EvenRowColor();

bazaar/Controls_4U

Subject: Re: FIX: ArrayCtrl to support Style
Posted by kohait00 on Mon, 18 Apr 2011 15:39:16 GMT
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is there plans to make ArrayCtrl styleable?
i can provide fixes for the ide and stuff..
mainly because the .EvenRowColor() method would become obsolete.

thus the ide needs to have a local ArrayCtrl::Style instance around in some places..

Subject: Re: FIX: ArrayCtrl to support Style
Posted by mirek on Tue, 19 Apr 2011 05:40:45 GMT
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kohait00 wrote on Mon, 18 April 2011 11:39is there plans to make ArrayCtrl styleable?

Definitely not at the price of removing important methods

Subject: Re: FIX: ArrayCtrl to support Style
Posted by kohait00 on Tue, 19 Apr 2011 07:21:43 GMT
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dont want to argue with you about this issue. i only propose.
EvenRowColor and OddRowColor could still remain as statics in terms of definition of the colors, but their place to store it would change (into Style instance).

i mean sth like this:

ArrayCtrl.h
```
 static inline void EvenRowColor(Color& paper, Color& ink) { paper = Blend(SColorMark,
SColorPaper, 220); ink = SColorText; }
 static inline void OddRowColor(Color& paper, Color& ink)  { paper = SColorInfo; ink =
SColorText; }
```

somewhere where EvenRowColor needed
```
ArrayCtrl::Style st; //.h

//.cpp, ctor
 st = ArrayCtrl::StyleDefault();
 ArrayCtrl::EvenRowColor(st.evenpaper, st.evenink);
 list.SetStyle(st);
```

which is more code ofcorse but renders ArrayCtrl as stylable where needed.

Subject: Re: FIX: ArrayCtrl to support Style
Posted by mirek on Tue, 19 Apr 2011 17:07:07 GMT
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kohait00 wrote on Tue, 19 April 2011 03:21dont want to argue with you about this issue. i only propose.
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somewhere where EvenRowColor needed
```
ArrayCtrl::Style st; //.h

//.cpp, ctor
 st = ArrayCtrl::StyleDefault();
 ArrayCtrl::EvenRowColor(st.evenpaper, st.evenink);
 list.SetStyle(st);
```

which is more code ofcorse but renders ArrayCtrl as stylable where needed.

You misunderstand the true meaning of those methods.

Subject: Re: FIX: ArrayCtrl to support Style
Posted by kohait00 on Tue, 19 Apr 2011 18:27:10 GMT
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always prepared to learn sth.
shouldnt it be considered Style?

Subject: Re: FIX: ArrayCtrl to support Style
Posted by mirek on Tue, 19 Apr 2011 21:23:03 GMT
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No.

Well, actually, perhaps colors itself should. But methods have different meaning.

Hint: Methods activate even-odd coloring, which is not active by default.

Subject: Re: FIX: ArrayCtrl to support Style
Posted by kohait00 on Wed, 20 Apr 2011 09:01:27 GMT
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that's more clear now..
attached is a version that leaves all the api as is. the ArrayCtrl::Style has paper, ink and gridcolor now. which can be overridden by the local evenink, evenpaper, etc.. if not Null..
otherwise style stuff is used.

generally, the question is how to handle Style.

on one hand, it's great to have a one-colorset-fits-all-controls possibility (deriving stuff directly from SColor, which is still used in a lot of Ctrl's) and only specifying the 'additional extensions' in Style.

OTOH it is also good to let the colors used in a Ctrl be entirely overridable in Style, i.e like paper and ink and the like. they are initialized from the common chameleon color set but are changeable anytime at runtime by editing the global Style for that Ctrl family (or a separate Style instance for some Ctrl instances only).

up to now, the Upp Ctrl's are a mix of these 2 ways. maybe generalizing would help the usability for newcomers.
(want to deal with appearance -> take a look at Style).

File Attachments

1) ArrayCtrl.h, downloaded 324 times
2) ArrayCtrl.cpp, downloaded 304 times