
Subject: Cross-platform TabBar issue (revision 3063)
Posted by [Sender Ghost](#) on Sun, 23 Jan 2011 11:48:49 GMT
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I think, TabBar could be more cross-platform. Also I added new lines to the end of files:

```
diff -ruN uppsrc/TabBar/TabBar.cpp uppsrc-fixed/TabBar/TabBar.cpp
--- uppsrc/TabBar/TabBar.cpp 2011-01-23 16:24:59.000000000 +0600
+++ uppsrc-fixed/TabBar/TabBar.cpp 2011-01-23 16:26:46.000000000 +0600
@@ -2447,13 +2447,13 @@
CH_STYLE(TabBar, Style, StyleDefault)
{
    Assign(TabCtrl::StyleDefault());
- #ifdef PLATFORM_LINUX
- DefaultCrosses();
- #else
+ #if defined(PLATFORM_WIN32)/* || defined(PLATFORM_WIN64)*/
    if(IsWinVista())
        Variant2Crosses();
    else
        DefaultCrosses();
+ #else
+ DefaultCrosses();
    #endif
    DefaultGroupSeparators();
}
diff -ruN uppsrc/TabBar/TabBar.t uppsrc-fixed/TabBar/TabBar.t
--- uppsrc/TabBar/TabBar.t 2011-01-23 16:24:18.000000000 +0600
+++ uppsrc-fixed/TabBar/TabBar.t 2011-01-23 16:26:31.000000000 +0600
@@ -25,4 +25,4 @@
caES("Tots")

esES("Todos")

itIT("Tutti")

-roRO("Toate")
\ No newline at end of file
+roRO("Toate")

diff -ruN uppsrc/TabBar/TabBarCtrl.cpp uppsrc-fixed/TabBar/TabBarCtrl.cpp
--- uppsrc/TabBar/TabBarCtrl.cpp 2011-01-23 16:25:18.000000000 +0600
+++ uppsrc-fixed/TabBar/TabBarCtrl.cpp 2011-01-23 16:27:00.000000000 +0600
@@ -96,4 +96,4 @@
    SetCtrl(GetData());
}

-END_UPP_NAMESPACE
```

```
\ No newline at end of file
+END_UPP_NAMESPACE
diff -ruN uppsrc/TabBar/TabBarCtrl.h uppsrc-fixed/TabBar/TabBarCtrl.h
--- uppsrc/TabBar/TabBarCtrl.h 2011-01-23 16:25:48.000000000 +0600
+++ uppsrc-fixed/TabBar/TabBarCtrl.h 2011-01-23 16:27:10.000000000 +0600
@@ -27,4 +27,4 @@
     void SetCtrl(Ctrl &ctrl);
protected:
    virtual void CursorChanged();
-};
\ No newline at end of file
+};
```

To be sure, there is no IsWinVista function for FreeBSD.

Subject: Re: Cross-platform TabBar issue (revision 3063)

Posted by [mirek](#) on Sun, 23 Jan 2011 12:03:09 GMT

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Should be fixed in svn, please check...

Subject: Re: Cross-platform TabBar issue (revision 3063)

Posted by [unodgs](#) on Sun, 23 Jan 2011 12:12:41 GMT

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Opps, sorry about that. I forgot that BSD is not LINUX and PLATFORM_LINUX doesn't work for it.

Subject: Re: Cross-platform TabBar issue (revision 3063)

Posted by [Sender Ghost](#) on Sun, 23 Jan 2011 12:22:58 GMT

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mirek wrote on Sun, 23 January 2011 13:03 Should be fixed in svn, please check...

It not updated on svn mirror yet to see, but I think `#ifdef PLATFORM_WIN32` is enough, because it assumed for `PLATFORM_WIN64` inside `uppsrc/Core/config.h`.

unodgs wrote on Sun, 23 January 2011 13:12 Opps, sorry about that. I forgot that BSD is not LINUX and PLATFORM_LINUX doesn't work for it.

I understand

Subject: Re: Cross-platform TabBar issue (revision 3063)

Posted by [Sender Ghost](#) on Sun, 23 Jan 2011 13:22:01 GMT

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mirek wrote on Sun, 23 January 2011 13:03 Should be fixed in svn, please check...

Yes, it looks reasonable. Just need to add new line at the end of uppsrc/TabBar/TabBarCtrl.cpp file (according to previous patch).

Also I saw, that you "expanded" `Ide::OpenOutputFolder` function. We already talked about this with dolik.rce. Just need to "expand" it for `Ide::BuildMenu` too. Because the `xdg-utils`, which implements `xdg-open`, exists for FreeBSD from ports, DragonFlyBSD, NetBSD from pkgsrc, OpenBSD from ports, Mac OS from ports, OpenSolaris from packaging repository, etc.
