Subject: Ideas for TheRainbow

Posted by fudadmin on Thu, 27 Jan 2011 15:12:06 GMT

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First of, a bit of topic, all what if name all upp technologies with the prefix "the"? or "upp" if we have Thelde, then we should have TheRainbow, TheChameleon etc. This should help when searching the net?

But one idea for the rainbow is:

"what if get rid off using native windows for upp ctrls and would just use then as clickable images/regions?"

My guess is that mac os x uses this approach.

Subject: Re: Ideas for TheRainbow

Posted by mirek on Thu, 27 Jan 2011 15:19:11 GMT

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fudadmin wrote on Thu, 27 January 2011 10:12First of, a bit of topic, all what if name all upp technologies with the prefix "the"? or "upp"

if we have Thelde, then we should have TheRainbow, TheChameleon etc. This should help when searching the net?

But one idea for the rainbow is:

"what if get rid off using native windows for upp ctrls and would just use then as clickable images/regions?"

My guess is that mac os x uses this approach.

Not sure if I understand the question correctly, but if yes, then the answer is the:

We already did. It was always this way in U++...

(There is an exception, "DHCtrl", but that is only because some APIs require native widget windows, e.g. OpenGL).

Mirek

Subject: Re: Ideas for TheRainbow

Posted by fudadmin on Thu, 27 Jan 2011 16:14:55 GMT

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Quote:

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Mirek

sorry for not being clear. I should have used the words "totally get rid off". Because popups and menus are created from the system windows, aren't they?

/* related off topic

And they killing my time currently because they are not displayed on osx11 and I can't use thelde and I need to find where the bug is somewhere around in X11Wnd.cpp

void Ctrl::WndShow0(bool b)
....
XMapWindow()
...

*/

if the whole window is an image or series of images (or their references) then it would open a possibility to stream thelde and upp apps to a remote terminal?

Subject: Re: Ideas for TheRainbow

Posted by mirek on Thu, 27 Jan 2011 19:34:29 GMT

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fudadmin wrote on Thu, 27 January 2011 11:14Quote:

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(There is an exception, "DHCtrl", but that is only because some APIs require native widget windows, e.g. OpenGL).

Mirek

sorry for not being clear. I should have used the words "totally get rid off". Because popups and menus are created from the system windows, aren't they?

But you cannot do it otherwise.

At some point, you need a host platform window to make your drawing in it...

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