Subject: U++ connection with other tools...
Posted by fudadmin on Wed, 30 Nov 2005 08:56:45 GMT
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Just to remind you:

Quote:6. People that would help us to provide better and other releases. TheIDE integrated development environment is a good tool even without its connection with Ultimate++. That is why we would like to see development platform releases that would connect it with other tools, like SDL (for games development) etc...

Any enthusiasts?

Subject: Re: U++ connection with other tools...
Posted by Ptomaine on Fri, 28 Jul 2006 17:29:03 GMT
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LibXML2 (http://www.xmlsoft.org) is a tool that UPP must have if we want the full XML support in projects.

Subject: Re: U++ connection with other tools...
Posted by fudadmin on Fri, 28 Jul 2006 17:45:14 GMT
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Ptomaine wrote on Fri, 28 July 2006 18:29LibXML2 (http://www.xmlsoft.org) is a tool that UPP must have if we want the full XML support in projects.

How is it better than U++ XML, or Expat?
How are you going to contribute regarding LibXML2?

(Btw, I've implemented SVG viewer (to be posted soon...) with u++ and agg without Expat)

Subject: Re: U++ connection with other tools...
Posted by mirek on Fri, 28 Jul 2006 18:21:40 GMT
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Quote:
(Btw, I've implemented SVG viewer (to be posted soon...) with u++ and agg without Expat)

Wow!

Mirek

Subject: Re: U++ connection with other tools...
Posted by Ptomaine on Fri, 28 Jul 2006 18:27:15 GMT
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Cool! SVG and AGG! WOW!
Anyway, libxml2 is the tool to think about. I want to use XPath and XLink while handling XML data. Libxml2 supports much more then that. A good xmllib2 wrapper in C++ will be a great tool for developers, I think.

Subject: Re: U++ connection with other tools...
Posted by fudadmin on Fri, 28 Jul 2006 18:36:44 GMT
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luzr wrote on Fri, 28 July 2006 19:21
Quote:
(Btw, I've implemented SVG viewer (to be posted soon...) with u++ and agg without Expat)

Wow!

Mirek

Thanks.
Nothing special... Just couldn't stand slowliness and crashing of Incscape any more when trying to make some u++ tutorials... . SVG editor with animations in u++ would be better, I think... Just a question of time.

Subject: Re: U++ connection with other tools...
Posted by fudadmin on Fri, 28 Jul 2006 18:41:21 GMT
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Ptomaine wrote on Fri, 28 July 2006 19:27
...
Anyway, libxml2 is the tool to think about. I want to use XPath and XLink while handling XML data. Libxml2 supports much more then that. A good xmllib2 wrapper in C++ will be a great tool for developers, I think.

What'is Mirek's opinion about xmllib2?

Subject: Re: U++ connection with other tools...
Posted by rbmatt on Fri, 28 Jul 2006 19:00:45 GMT
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I've yet to figure out the built-in xml parser, there is no documentation that I can find. At least an external library would come with some docs

Subject: Re: U++ connection with other tools...
Posted by fudadmin on Fri, 28 Jul 2006 19:24:41 GMT
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rbmatt wrote on Fri, 28 July 2006 20:00I've yet to figure out the built-in xml parser, there is no documentation that I can find. At least an external library would come with some docs

In the beginning I was thinking the same: "Oh, no docs - big problem!..."

But now, I prefer a software with source code and forums where your questions are answered almost instantly (thanks Mirek!) than a software without sources or any forums or nearly dead forums.

My advice (for all beginners and not only) study the sources first (not the RTFM). At least the names of packages and the names of files.
Then *.h files for interfaces. You will discover a several mountains of things in U++...

And do not hesitate to ask questions here. As a Chinese proverb says: "He who asks is a fool for a minute. The others are fools for life..." (Or something like that...)

Subject: Re: U++ connection with other tools...
Posted by rbmatt on Fri, 28 Jul 2006 19:33:54 GMT
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fudadmin wrote on Fri, 28 July 2006 15:24My advice (for all beginners and not only) study the sources first (not the RTFM). At least the names of packages and the names of files.
Then *.h files for interfaces. You will discover a several mountains of things in U++...
I do learn lots from the source, but often I find one function references 5 others that I have no clue how they work. Those, in turn reference others. I've just yet to get that "base knowledge" of U++ that will help me out here.
And yes, thank you Mirek!

Subject: Re: U++ connection with other tools...
Posted by mirek on Fri, 28 Jul 2006 22:22:40 GMT
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rbmatt wrote on Fri, 28 July 2006 15:00I've yet to figure out the built-in xml parser, there is no documentation that I can find. At least an external library would come with some docs

See reference/xml and /xmlize. Really nothing complicated

Mirek

Subject: Re: U++ connection with other tools...
Posted by rbmatt on Fri, 28 Jul 2006 23:01:31 GMT
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luzr wrote on Fri, 28 July 2006 18:22See reference/xml and /xmlize. Really nothing complicated
I figured it out- the problem was calling PassEnd() when there was no end to pass (or it had already been passed). And my code wasn't in a try{} so it would crash.

Subject: Re: U++ connection with other tools...
Posted by Ptomaine on Mon, 31 Jul 2006 12:52:28 GMT
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Hello Mirek.

Please, take a careful look at the LibXml2 (http://www.xmlsoft.org) library to wrap it into C++ classes. Carefully read the main page that describes what libxml2 supports. Many developers consider libxml2 as powerful as Microsoft XML (especially its streaming API). XPath, XInclude, XSLT and schemas support is the functionality that the real XML system must support and that is the functionality that makes sense to use XML itself. The power of XML is not that of storing one more structured text file. We have a lot of structured formats and we can invent even more. The power of XML is that it is the standard and a complicated structured data can be easily retrieved with some rules (XPath), verified to rely on (Schemas, DTD), combined from several xml files (XInclude), transformed (XSLT) and so on. The XML is not just one more text file as many people used to think about and it is not just a configuration file (it resembles shooting the fly from a bazooka . It is more more useful. The Expat library can not be treated as a powerful xml system because it does not have that power of libxml2. The Expat library is just a parser but libxml2 is much more then just a parser - it's the XML system.

LibXml2 has its own libxml2++ wrapper classes but they tightly depend on GNOME glib because of UTF8 support. It's worth to write the own C++ wrapper classes, I think.

BTW, libxml2 considers libiconv (to convert charsets into its own inner UTF8 format). Anyway, without libiconv libxml2 can work with only UTF8 and some latin charsets xml files. Mirek, you can include libiconv into the project (its just 4 files to compile) and write one C++ wrapper class to handle conversions.

Mirek, if you do not mind, I have my code to wrap libxml2 basic functionality and to wrap libiconv conversion function. I can email you that code to analize and maybe it'll be useful for you to take a

decision. What do you say?

Subject: Re: U++ connection with other tools...
Posted by mirek on Mon, 31 Jul 2006 13:05:35 GMT
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Ptomaine wrote on Mon, 31 July 2006 08:52Hello Mirek.

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Mirek, if you do not mind, I have my code to wrap libxml2 basic functionality and to wrap libiconv conversion function. I can email you that code to analize and maybe it'll be useful for you to take a decision. What do you say?

I will try to put it plain. I have no problems with using tools like libxml2. However, right at this very moment, we cannot afford investing time to properly integrating something as complex as libxml2 is. (I would be happy if we are able to develop everything that is planned for winter release of U++).

OTOH, I see no problem in adapting libxml2 as plugin library and even distributing it with U++ (well, but somebody should tell me whether MIT license is BSD-like).

But, there is Charset.h in Core. Please try to tell me what if that is what libiconv does...

Mirek

Subject: Re: U++ connection with other tools...
Posted by Ptomaine on Mon, 31 Jul 2006 13:13:57 GMT
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luzr wrote on Mon, 31 July 2006 09:05

But, there is Charset.h in Core. Please try to tell me what if that is what libiconv does...

Mirek

Please try to tell me will your Charset.h work with libxml2 or how libxml2 will use your charset classes?

Subject: Re: U++ connection with other tools...
Posted by mirek on Tue, 01 Aug 2006 07:39:20 GMT
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OK, I have just checked

http://www.gnu.org/software/libiconv/documentation/libiconv/ iconv.3.html

Similar function in U++ is:

String ToCharset(byte charset, const String& s, byte scharset = CHARSET_DEFAULT, int defchar = DEFAULTCHAR);

Of course, that does not say anything about libxml2 integration, but perhaps it does not have any sense to introduce libiconv alone (without libxml2).

Mirek