Subject: ForlanoVega ArrayCtrl console app...
Posted by fudadmin on Thu, 20 Apr 2006 05:42:08 GMT
View Forum Message <> Reply to Message

It is not optimal but just an idea and to help Luigi with callbacks... (if you got one under the same name I suggest the old one to backup and use this one instead)

File Attachments
1) ForlanoVega.zip, downloaded 1993 times

Subject: Re: ForlanoVega ArrayCtrl console app...
Posted by forlano on Thu, 20 Apr 2006 18:55:07 GMT
View Forum Message <> Reply to Message

fudadmin wrote on Thu, 20 April 2006 07:42It is not optimal but just an idea and to help Luigi with callbacks... (if you got one under the same name I suggest the old one to backup and use this one instead)

Aris,

thank you very much for your patience and effort.
I'm studying the code. It is simply excellent for studying how this damned callback among widgets work. From what I saw so far perhaps I'm near (I hope) to catch their logic.
It seems very important where you define them, I mean in which doll of the matrioska they are defined. For example you can run the same method (AddPlayer) in two different places:

1. tab1.btnAdd.WhenAction = THISBACK2(AddPlayerAndUpdateInfo, "btnAdd", "Add Player");
// then in turn run: tab1.AddPlayer();

2. btnAdd <<= THISBACK(AddPlayer);

Both run AddPlayer() but in the first way you remain in some way out of the class tab1. In the second way you are inside class tab1 and cannot see what there is outside.
Is it correct?
Luigi

Subject: Re: ForlanoVega ArrayCtrl console app...
Posted by fudadmin on Thu, 20 Apr 2006 19:40:00 GMT
View Forum Message <> Reply to Message

forlano wrote on Thu, 20 April 2006 19:55fudadmin wrote on Thu, 20 April 2006 07:42It is not optimal but just an idea and to help Luigi with callbacks... (if you got one under the same name I

suggest the old one to backup and use this one instead)

Aris,

thank you very much for your patience and effort.
I'm studying the code. It is simply excellent for studying how this damned callback among widgets work. From what I saw so far perhaps I'm near (I hope) to catch their logic.
It seems very important where you define them, I mean in which doll of the matrioska they are defined. For example you can run the same method (AddPlayer) in two different places:

1. tab1.btnAdd.WhenAction = THISBACK2(AddPlayerAndUpdateInfo, "btnAdd", "Add Player");
// then in turn run: tab1.AddPlayer();

2. btnAdd <<= THISBACK(AddPlayer);

Both run AddPlayer() but in the first way you remain in some way out of the class tab1. In the second way you are inside class tab1 and cannot see what there is outside.
Is it correct?
Luigi

Exactly! I'm happy that my example helps you! It's better than "debugging" with Prompts, isn't it?

Subject: Re: ForlanoVega ArrayCtrl console app...
Posted by forlano on Thu, 20 Apr 2006 21:32:34 GMT
View Forum Message <> Reply to Message

fudadmin wrote on Thu, 20 April 2006 21:40
Exactly! I'm happy that my example helps you! It's better than "debugging" with Prompts, isn't it?
Of course I agree!
Your console is very cool. I will adapt it for a super status bar. Now I've added my warning in corrispondence of the click of the optionimage

```
void VegaMain::UpdateFocusAndInfo(const String& _who, const String& _what)
{   String s, player;
 int m;

// tab1.arr.ChildGotFocus();   //lets move the focus after calculations...
 UpdateInfo(_who, _what);

 m = tab1.arr.GetCursor();
    player = tab1.arr.Get( m, "Name");
 s=AsString( tab1.arr.Get( m, "Avail") );
    if (s=="1") PromptOK("Player " + player + " is now available");
    else if (s=="0") PromptOK("Player " + player + " is NOT available");
    else PromptOK("You have assigned a BYE to player " + player);
}
```

It recognises the state of the button and catch the name of the player for a clear warning. As you see I've commented the ChildGotFocus to do an experiemnt. I didn't see any difference with the non commented row. So the question is: why we need it?
Luigi

Subject: Re: ForlanoVega ArrayCtrl console app...
Posted by fudadmin on Thu, 20 Apr 2006 21:50:00 GMT
View Forum Message <> Reply to Message

forlano wrote on Thu, 20 April 2006 22:32
...
Your console is very cool. I will adapt it for a super status bar.
...
Luigi

Why still Prompts? I expected you've already done by this time?
Yes, I created it with a super status bar in mind (and saving track of changes) and even made some space for controlling it. Now everything depends on imagination...

Subject: Re: ForlanoVega ArrayCtrl console app...
Posted by fudadmin on Thu, 20 Apr 2006 22:12:08 GMT
View Forum Message <> Reply to Message

forlano wrote on Thu, 20 April 2006 22:32 As you see I've commented the ChildGotFocus to do an experiement. I didn't see any difference with the non commented row. So the question is: why we need it?
Luigi

Very good! That mean's, we don't need it anymore. I was rushing in the early morning hours and forgotten to test without it.

Subject: Re: ForlanoVega ArrayCtrl console app...
Posted by fudadmin on Fri, 21 Apr 2006 00:32:22 GMT
View Forum Message <> Reply to Message

Luigi, I would strongly suggest to run this as soon as possible :

```
//replace all below consoleFrame
//====================
void VegaMain::UpdateInfo(const String& _who, const String& _action, const String& _what)
{
 int nTotal = tab1.arr.GetCount();
 int nAvail = tab1.GetAvail();
 String info = NFormat("Total players: %d - Available: %d ... %s", nTotal, nAvail, _what);
 String time = AsString(GetSysTime());
 consoleFrame.console.Add(time, _who, _action, info);
 consoleFrame.console.ScrollInto(consoleFrame.console.GetCount());

}

String VegaMain::InfoCurrentPlayerAndStatus()
{
// Animate(); //for animated status effects!
 int m = tab1.arr.GetCursor();
 String  player = AsString(tab1.arr.Get( m, "Name"));
 String s;
 Value v = tab1.arr.Get( m, "Avail");
 if (IsNull(v))
  s = " is DOUBTful!";
 else
  s = v? " is AVAILable!" : " is NOT AVAILable!";

 return (" and now "+ player + s);
}

void VegaMain::arrCtrlsAction()
{
 UpdateInfo("optCtrl", "made", InfoCurrentPlayerAndStatus());
}

void VegaMain::btnAddAction()
{
 tab1.AddPlayer();
 UpdateInfo("btnAdd", "added", InfoCurrentPlayerAndStatus());
}


void VegaMain::Init()
{
 UpdateInfo("Luigi", "logged in", "");

 tab1.btnAdd.WhenAction = THISBACK(btnAddAction);
 //need for other layout buttons...
 tab1.arr.WhenCtrlsAction = THISBACK(arrCtrlsAction);
}
```

//update declarations!
//try to set even row colors for "status"...
//in main.cpp consoleFrame.console.EvenRowColor();

Edit:
Some morals about the callbacks and matrioshkas:
1."Problems cannot be solved at the same level of awareness that created them." A.E. - that means you must change "coordinates of thinking" if you are stuck.
2. The higher in the mountains, the more you can see. That means from application level it's easier to think and manage objects by creating bridges than require them to digg tunnels without compasses to each other.
3. Patience feeds a fisherman... and maybe a chess player, too...

Subject: Re: ForlanoVega ArrayCtrl console app...
Posted by forlano on Fri, 21 Apr 2006 08:23:42 GMT
View Forum Message <> Reply to Message

fudadmin wrote on Fri, 21 April 2006 02:32Luigi, I would strongly suggest to run this as soon as possible

It's very nice and look very professional .
I'll try to freeze what I have learned about callback in a tutorial.
Luigi
