Subject: "ToDo" Posted by mirek on Mon, 05 Sep 2011 08:44:06 GMT View Forum Message <> Reply to Message

Having rainbow more or less finished, let us compile the list of things that would be nice to have next:

- Google NaCl support in theide(IMO, this one would be big for U++)
- Google NaCl U++ backend
- Web development framework (something like Jango in U++ should be piece of cake..)

- Web development support in theide (html/js highlighting, some way how to export these to output directory)

- Android support in theide
- Android U++ backend
- MacOS X support in theide
- Gtk backend (more closely coupled, using Gtk eventloop)
- PdfPainter
- theide: Windows 64-bit debugging support
- theide look&feel improvements (docking, new icons...)

Feel free to add to the list. I will

Mirek

Subject: Re: "ToDo" Posted by forlano on Mon, 05 Sep 2011 10:49:51 GMT View Forum Message <> Reply to Message

mirek wrote on Mon, 05 September 2011 10:44Having rainbow more or less finished, let us compile the list of things that would be nice to have next:

- Google NaCl support in theide(IMO, this one would be big for U++)
- Google NaCl U++ backend
- Web development framework (something like Jango in U++ should be piece of cake..)
- Web development support in theide (html/js highlighting, some way how to export these to output directory)
- Android support in theide
- Android U++ backend
- MacOS X support in theide
- Gtk backend (more closely coupled, using Gtk eventloop)
- PdfPainter
- theide: Windows 64-bit debugging support
- theide look&feel improvements (docking, new icons...)

Feel free to add to the list. I will

Mirek

Nothing to add. It would be really great to have

- Web development framework

I used PHP and every time I imagined how it would be easier to perform the same task in U++. Even the web GUI would improve a lot with our lovely tool.

Thanks for all! Luigi

Subject: Re: "ToDo" Posted by 281264 on Mon, 05 Sep 2011 11:37:12 GMT View Forum Message <> Reply to Message

Excellent task list.

I propose to include a kind of Docking for menu bars (if this is of interest).

Best wishes,

Javier

Subject: Re: "ToDo" Posted by mirek on Mon, 05 Sep 2011 11:58:31 GMT View Forum Message <> Reply to Message

281264 wrote on Mon, 05 September 2011 07:37Excellent task list.

I propose to include a kind of Docking for menu bars (if this is of interest).

Best wishes,

Javier

As menu is just regular Ctrl, I see no reason why it should not work with current Docking...

Mirek

Well, the another issue is that there is a lot of work in the list. I can do it all, but it would take years:)

So another issue to discuss is perhaps delegating some of those tasks...

Personally, I would like to spend my time with web framework and perhaps with NaCI (which have some intersection).

Mirek

Subject: Re: "ToDo" Posted by mirek on Mon, 05 Sep 2011 12:01:37 GMT View Forum Message <> Reply to Message

Oh, I forgot:

- "U++ embedded" - improving FB rainbow backend and maybe theide too to make U++ a good embeded platform

Subject: Re: "ToDo" Posted by mdelfede on Mon, 05 Sep 2011 12:08:49 GMT View Forum Message <> Reply to Message

mirek wrote on Mon, 05 September 2011 13:58281264 wrote on Mon, 05 September 2011 07:37Excellent task list.

I propose to include a kind of Docking for menu bars (if this is of interest).

Best wishes,

Javier

As menu is just regular Ctrl, I see no reason why it should not work with current Docking...

Mirek

Well, I'm thinking a bit more of a modular menu system for apps, and I guess Docking wouldn't be enough for it.

I think I'll drop some lines about it in some month... I need it anyways for my new app.

What I think would be great is a sort of xml-driven menu/toolbar system, with toolbars freely dockable on each corners of top window, and an user menu/toolbar editor embedded in applications.

Items could then send a String/Value/Number to listening handlers in applications.

That one would allow customization of menu system by end user, which is almost a must in cad applications (many, many commands and usually a small set that a user want to have handy).

Max

Subject: Re: "ToDo" Posted by 281264 on Mon, 05 Sep 2011 13:59:24 GMT View Forum Message <> Reply to Message

Quote:Well, I'm thinking a bit more of a modular menu system for apps, and I guess Docking wouldn't be enough for it.

I think I'll drop some lines about it in some month... I need it anyways for my new app.

What I think would be great is a sort of xml-driven menu/toolbar system, with toolbars freely dockable on each corners of top window, and an user menu/toolbar editor embedded in applications.

Items could then send a String/Value/Number to listening handlers in applications.

That one would allow customization of menu system by end user, which is almost a must in cad applications (many, many commands and usually a small set that a user want to have handy).

Javier

Subject: Re: "ToDo" Posted by koldo on Mon, 05 Sep 2011 22:00:06 GMT View Forum Message <> Reply to Message

Nice list.

Pdf Painter seems to be possible .

Subject: Re: "ToDo" Posted by mirek on Tue, 06 Sep 2011 06:25:36 GMT View Forum Message <> Reply to Message mdelfede wrote on Mon, 05 September 2011 08:08mirek wrote on Mon, 05 September 2011 13:58281264 wrote on Mon, 05 September 2011 07:37Excellent task list.

I propose to include a kind of Docking for menu bars (if this is of interest).

Best wishes,

Javier

As menu is just regular Ctrl, I see no reason why it should not work with current Docking...

Mirek

Well, I'm thinking a bit more of a modular menu system for apps, and I guess Docking wouldn't be enough for it.

I think I'll drop some lines about it in some month... I need it anyways for my new app.

What I think would be great is a sort of xml-driven menu/toolbar system, with toolbars freely dockable on each corners of top window, and an user menu/toolbar editor embedded in applications.

Items could then send a String/Value/Number to listening handlers in applications. That one would allow customization of menu system by end user, which is almost a must in cad applications (many, many commands and usually a small set that a user want to have handy).

Max

Well, if I understand you well, you ask for configurable menu and toolbar, correct? (Preferably by drag&drop).

Mirek

Subject: Re: "ToDo" Posted by mr_ped on Tue, 06 Sep 2011 07:14:13 GMT View Forum Message <> Reply to Message

This looks like only-code Todo.

I would keep in focus some other things as well:

- GSOC - another try

- some production quality U++ application to become "famous"

- some production quality complex examples for various different topics (MT events handling, client-server or P2P, etc...) (these would differ from simple examples in the way that they would solve everything including handling all error states, etc..)

Subject: Re: "ToDo" Posted by mirek on Tue, 06 Sep 2011 07:28:01 GMT View Forum Message <> Reply to Message

mr_ped wrote on Tue, 06 September 2011 03:14This looks like only-code Todo.

It was meant to be so.

Quote:

I would keep in focus some other things as well:

- GSOC - another try

Well, I guess Google might be quite interested in U++ supporting NaCl... more that those things in past we were suggesting.

Mirek

Subject: Re: "ToDo" Posted by tojocky on Thu, 08 Sep 2011 05:51:07 GMT View Forum Message <> Reply to Message

In the ToDo list can be added:

- JavaScript V8 in U++
- TheIDE extensions using JavaScript V8
- event loop/event for windows (libuv) and for unix (libev). https://github.com/brimworks/libev https://github.com/joyent/libuv

Subject: Re: "ToDo" Posted by 281264 on Thu, 08 Sep 2011 11:58:02 GMT View Forum Message <> Reply to Message

Quote:

Well, if I understand you well, you ask for configurable menu and toolbar, correct? (Preferably by drag&drop)

Yes, That is a typical feature of CAD applications. To have it in Thelde would be superb!

Javier

Adding to list:

- Painter improvements:

- ability to render to preexisting buffer

- multithreaded rendering

- maybe ability to use different final backend, or some other optimization here to improve performance on 16-bit displayes - needed for embded

Subject: Re: "ToDo" Posted by mirek on Sat, 10 Sep 2011 11:15:12 GMT View Forum Message <> Reply to Message

SVGPainter

- SVG Parser

Subject: Re: "ToDo" Posted by koldo on Sat, 10 Sep 2011 15:43:18 GMT View Forum Message <> Reply to Message

Hello Mirek

How could be the base of SVGParser class?

Subject: Re: "ToDo" Posted by mirek on Sun, 11 Sep 2011 13:34:06 GMT View Forum Message <> Reply to Message

koldo wrote on Sat, 10 September 2011 11:43Hello Mirek

How could be the base of SVGParser class?

Sorry, I am not sure what you mean?

Mirek

Subject: Re: "ToDo" Posted by koldo on Sun, 11 Sep 2011 20:11:34 GMT mirek wrote on Sun, 11 September 2011 15:34koldo wrote on Sat, 10 September 2011 11:43Hello Mirek

How could be the base of SVGParser class?

Sorry, I am not sure what you mean?

Mirek Hello Mirek

I mean parent classes, main methods...

Subject: Re: "ToDo" Posted by mirek on Mon, 12 Sep 2011 03:43:30 GMT View Forum Message <> Reply to Message

koldo wrote on Sun, 11 September 2011 16:11mirek wrote on Sun, 11 September 2011 15:34koldo wrote on Sat, 10 September 2011 11:43Hello Mirek

How could be the base of SVGParser class?

Sorry, I am not sure what you mean?

Mirek Hello Mirek

I mean parent classes, main methods...

Actually, most likely single function would suffice, something like:

void RenderSVG(XmlParser& p, Painter& p);

Mirek

Subject: Re: "ToDo" Posted by koldo on Mon, 12 Sep 2011 06:51:21 GMT View Forum Message <> Reply to Message

mirek wrote on Mon, 12 September 2011 05:43koldo wrote on Sun, 11 September 2011 16:11mirek wrote on Sun, 11 September 2011 15:34koldo wrote on Sat, 10 September 2011 11:43Hello Mirek

How could be the base of SVGParser class?

Sorry, I am not sure what you mean?

Mirek Hello Mirek

I mean parent classes, main methods...

Actually, most likely single function would suffice, something like:

void RenderSVG(XmlParser& p, Painter& p);

Mirek It is ok .

Subject: Re: "ToDo" Posted by kohait00 on Tue, 13 Sep 2011 15:55:15 GMT View Forum Message <> Reply to Message

concerning FB support:

i'm currently on the way to port upp to an ARM based embedded linux env. (angstroem), this could take some few weeks though.

another few things to add to list, if possible:

- further and proper extension of upp for python.

- ctrl's entire state persistancy (not only data).

- Value / Null handling to be more flexible concerning extension with some non-trivial, unmodificable classes..(RichValue<LogPos> an example)..(ther's a thread on that already). handling of IsNumber(), IsFloat() types..

maybe this whole stuff from this thread should go to 'status & roadmap'

Subject: Re: "ToDo" Posted by mirek on Tue, 13 Sep 2011 17:48:30 GMT View Forum Message <> Reply to Message

kohait00 wrote on Tue, 13 September 2011 11:55 maybe this whole stuff from this thread should go to 'status & roadmap'

Definitely. But consider this as "preplanning" phase.

I would like putting a little bit more planning and organization to the development process Of course, it will depend on people willing to contribute and to follow the plan(s)...

Subject: Re: "ToDo" Posted by mirek on Thu, 15 Sep 2011 07:04:20 GMT View Forum Message <> Reply to Message

- codereview of Firebird SQL adapter and moving it to uppsrc...

Subject: Re: "ToDo" Posted by mirek on Wed, 21 Sep 2011 08:11:39 GMT View Forum Message <> Reply to Message

- on demand loading of some packages (U++ installation grew from 10MB to 30MB because it contains the whole bazaar).

Subject: Re: "ToDo" Posted by mdelfede on Wed, 21 Sep 2011 12:52:53 GMT View Forum Message <> Reply to Message

mirek wrote on Wed, 21 September 2011 10:11- on demand loading of some packages (U++ installation grew from 10MB to 30MB because it contains the whole bazaar).

A proposal for this one... and I could try to implement it with some help :

1) Bazaar svn repository on GitHub (or elsewhere)

2) A "metarepository", for example named Modules, which contains just the module list updated, maybe automatically

3) A menu entry in Theide which downloads point 2 and offer the choice of getting optional modules with svn (and update them on demand)

We could have even 2-3 repositories, the classic Bazaar, one for testing code before putting to Bazaar and one for most tested code, which will probably go into Upp.

Ciao

Max