## Subject: User configurable menu system
Posted by mdelfede on Fri, 07 Oct 2011 19:21:00 GMT

Hi all,

I started to code an user-configurable menu system, with draggable toolbars.
By now, just the drag/dock system works; there's still much work to do, in detail :

1- Figure out an interface similar to Upp toolbar one, so with a callback to add menu entries which will then be configured by users.
I'm thinking to a callback similar to Upp one, to add built-in commands, plus a way to add user commands that call a fixed callback function passing one or more command string

2- A menu/toolbar editor. It should be able to edit menu, toolbars and submenu items, both built-in ones and user-defined ones, see point 1.

3- Some better graphic and skinning. By now it just works, but it's not so nice looking

4- Load/store mechanics, but those depends strongly on point 1 and 2.

5- Well... any idea is welcome.

As the needed code time isn't so small, I'm in search of help, in particular for point 2 and 3 !

If you want to see it at work, just run TextXMLMenu package.

Ciao

Max

## Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by koldo on Fri, 07 Oct 2011 19:55:11 GMT

Hello Massimo

Excellent. It is really needed to have this kind of menus.

It is called "XMLMenu" but, are they loaded from an XML file?. I have hot found it. For me it is better the menus to be in the .exe instead of in an external file.

When moving menus sometimes they get inaccessible without any frame (see the picture). Is it a feature or a bug?

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File Attachments
```

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## Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by mdelfede on Fri, 07 Oct 2011 20:12:52 GMT

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Hi Koldo,

I named XMLMenu because I'd like to have menu configuration loaded from an external xml file, of course.
You could, of course, supply an initial configuration from inside the exe file and allow the user to modify it and store an xml file externally.

The bug you found is a bug, not a feature
I had also in my pc, and seemed solved, but with an hack.
I'll re-test it in windows to see if it's not solved there.
I don't know why, but sometimes popup controls (the ones used when dragging....) don't get or loose mouse capture and so events.

Max

Edit : Right, Koldo, the bug is present in windows
I'll have to work a bit more on it.

Max

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## Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by mdelfede on Mon, 10 Oct 2011 11:22:19 GMT

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Package has been moved to sandbox, as it's still in early development phase.
Please get it from there if you want to test !

Ciao

Max

---

## Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by mdelfede on Mon, 10 Oct 2011 18:37:18 GMT

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Koldo,

now the bug you found should be fixed also for Windows... could you please retest it ?
(it's in sandbox now, no more in bazaar for the moment)

Max

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## Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by koldo on Mon, 10 Oct 2011 19:27:57 GMT
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Hello Massimo

The last problems are solved.

The only thing is this: The menus in the lower side get "stuck" and they cannot be moved.

I like these menus. They should substitute actual menus (perhaps having an option to be fixed or floating).
A thing I would change is the use of new and pointers. Could the be removed?

The icons are nice. Where did you get them?.

```
File Attachments
1) dib.PNG, downloaded 880 times
```

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## Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by mdelfede on Mon, 10 Oct 2011 19:43:15 GMT
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Hi Koldo,

the bottom bug was known, and finally I could resolve it
If you can test it again it'll be good

BTW, don't look at new.... stuffs, it's just for testing.
Now that docking works well, I'm starting to think on how to manage to have a nice programming interface.

Icons (IIRC !) are from some ubuntu icon set. Don't remember exactly which, but you can lurk inside standard ubuntu themes !

Max

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Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by koldo on Tue, 11 Oct 2011 07:20:09 GMT
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Hello Massimo

Unfortunately now all the menus are blocked (in XP).

---

Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by mdelfede on Tue, 11 Oct 2011 11:09:57 GMT
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Eh ??? I've tested it in XP and it seems ok....
I'll retest immediately.

Max

EDIT : I've just re-tested it, it works perfectly in XP under VirtualBox......

Max

---

Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by koldo on Tue, 11 Oct 2011 14:53:26 GMT
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Hello Massimo

I have redownloaded the files from Google Code (I do not have svn here) and it works well in XP.

Please go ahead with the nicer programming interface, and perhaps the toolbars could be
"slimmer".

I like them. Thank you.

---

Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by mdelfede on Tue, 11 Oct 2011 18:32:52 GMT
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Thank you for testing

I've started to code the programming interface and XML load/save configuration.
I hope to have something to share on next days.

Ciao

Max

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## Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by mdelfede on Thu, 13 Oct 2011 14:03:07 GMT
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Updated substantially :

- Separation from commands and menus, see demo app

- Can preset menus and toolbar positions

Still missing XML load/save; this one is trivial and I'll add in short

Still missing a nice menu/toolbar editor, and that one is *not* trivial, so, if somebody wants to help is wellcome

Max

p.s.: Koldo, could you test it please ?

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## Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by koldo on Thu, 13 Oct 2011 15:00:35 GMT
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Hello Massimo

Quote:Still missing a nice menu/toolbar editorI am intrigued. Is that necessary?. Now AFAIK U++
has not a menu editor.

---

## Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by mdelfede on Thu, 13 Oct 2011 15:45:23 GMT
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koldo wrote on Thu, 13 October 2011 17:00Hello Massimo

Quote:Still missing a nice menu/toolbar editorI am intrigued. Is that necessary?. Now AFAIK U++ has not a menu editor.

IMHO yes, having a configurable menu system needs a menu/toolbars editor too. Just think to some application like cad, which has tons of commands.... I use cad much, and the first thing I do is to re-configure toolbars and menu with my most-used commands easily available, the less used in some sub-menus and the seldom used completely without menu/toolbar entry.
And, I can assure you, my cad screen is anyways *full* of toolbars

So, if you see in my demo, I've chosen this way :

1) A callback to associate an ID (String) to each available command in my app

2) A callback to setup initial appearance of menus; it associates each command ID with a menu entry

3) The same for toolbars.

Now, the editor should change the associations and be able to move menu/toolbars entries from one side to another, or create new ones and delete some unneeded.

Max

---

Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by koldo on Thu, 13 Oct 2011 19:53:31 GMT
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Hello Massimo

It works well in XP. Perhaps faster?

The interface looks much better... could you move it to Bazaar?

---

Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by mdelfede on Thu, 13 Oct 2011 20:17:50 GMT
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koldo wrote on Thu, 13 October 2011 21:53Hello Massimo

It works well in XP. Perhaps faster?


Hi Koldo, thank you for testing

Quote:
The interface looks much better... could you move it to Bazaar?

Not yet... I'm working to complete it with an menu/toolbar editor and xml configuration streaming.
It'll not the best looking stuff I've made, but I guess for now it'll be more than enough
If somebody with time can do it better I'll be very happy about.

When done with the above parts I'll move to Bazaar.

Ciao

Max

---

Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by mdelfede on Sun, 16 Oct 2011 23:13:28 GMT
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Hi Koldo,

XMLMenu package is almost completed... still miss something in menu editor and xml streaming,
but those are quite easy stuffs.

Could you please check it ? To edit menus, just right click on a toolbar and select 'customize'.

Ciao

Max

---

Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by koldo on Mon, 17 Oct 2011 19:40:59 GMT
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Hello Massimo

It is almost finished.

There is a division by zero problem here, easily solved with added code:

void XMLBarsEditor::Layout(void)
{
 if (GetSize().cx == 0) //Added to avoid division between zero
  return;

```
 horzSplitter.SetPos(10000 * selectorSize.cx / GetSize().cx);
}
```

In window 3, the "Separator" creates a second level in the tree. However IMHO it would have to be just a separator:

Now the commands can be moved in window 3, but they cannot be moved from 1 to 3 or from 3 to 1 (or to "trash bin").

## File Attachments
1) d.PNG, downloaded 749 times

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Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by mdelfede on Mon, 17 Oct 2011 20:26:04 GMT
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Yep, this is work in progress
Also the div/0 I think it's solved now... but I guess I'll finish all the stuff in a day or two, then move to bazaar again.

Ciao

Max

p.s.: how did you get division by zero ? I got on the beginning, but I thought it was solved.... can you reproduce it ?

---

Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by koldo on Tue, 18 Oct 2011 06:05:11 GMT
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Hello Massimo

Quote:how did you get division by zero ?

For yesterday afternoon version I got it always.

---

Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by mdelfede on Tue, 18 Oct 2011 09:40:11 GMT
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Me not... did you check it on latest one ?

---

I tested it both in windows and Linux and it's ok.

Max

---

## Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by koldo on Tue, 18 Oct 2011 17:48:15 GMT
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Hello Massimo

I have just deleted my version, updated from svn sandbox and the division by zero returns   .

---

## Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by mdelfede on Tue, 18 Oct 2011 18:09:01 GMT
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Hi Koldo,

I just completed the menu editor... and don't see any division by zero.
Could you please re-test and tell me, if it happens again, how to reproduce ?

Max

---

## Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by koldo on Tue, 18 Oct 2011 20:05:36 GMT
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Hello Massimo

I have just deleted sandbox folders and re-downloaded from svn, and I have compiled using
"Rebuild All" but I get compiling errors:

c:\upp\uppsrc\core\Value.h(290) : error C2558: class 'Upp::XMLToolBarItem' : no copy constructor
available or copy constructor is declared 'expl
 icit'
        c:\upp\uppsrc\core\Value.h(290) : while compiling class template member function
'Upp::RawValueRep<T>::RawValueRep(const T &)'
        with
        [
           T=Upp::XMLToolBarItem
        ]
        c:\upp\uppsrc\core\Value.h(313) : see reference to class template instantiation

'Upp::RawValueRep<T>' being compiled
    with
    [
        T=Upp::XMLToolBarItem
    ]
    c:\upp\uppsrc\core\Value.h(313) : while compiling class template member function
'Upp::RawValue<T>::RawValue(const T &)'
    with
    [
        T=Upp::XMLToolBarItem
    ]
    c:\upp\uppsrc\core\Value.h(373) : see reference to class template instantiation
'Upp::RawValue<T>' being compiled
    with
    [
        T=Upp::XMLToolBarItem
    ]
    C:\sandbox\XMLMenu\XMLMenuEditor.cpp(69) : see reference to function template
instantiation 'const T &Upp::ValueTo<Upp::XMLToolBarItem>(
 const Upp::Value &,T *)' being compiled
    with
    [
        T=Upp::XMLToolBarItem
    ]

The problem is here:

  subBar->items.Add(new XMLToolBarItem(ValueTo<XMLToolBarItem>(barTree.Get(iNode)), 0));

---

## Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by mdelfede on Tue, 18 Oct 2011 21:24:56 GMT
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Hi Koldo,

now it's too late, I'll look at it tomorrow.

Btw, I'm completing the XML support, which is the final part... it should be ready by tomorrow too.
I can move it to Bazaar after some tests

Ciao

Max

## Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by mdelfede on Wed, 19 Oct 2011 10:33:15 GMT

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The same problem as usual of MSC vs. GCC joined with pick_
I've to look for a workaround as usual....

Max

## Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by mdelfede on Wed, 19 Oct 2011 15:17:05 GMT

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Well, thank you Mirek, for helping me find the bug

Koldo, now it should be fine, could you test it again ?
To set command in menu editor, just double click on command name.

Ciao

Max