Subject: Major Draw / CtrlCore refactor
Posted by mirek on Sun, 11 Nov 2012 12:50:39 GMT
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On the road to supporting more platform, I have finished the major refactor of Draw and its coupling with CtrlCore:

- Global Draw/GUI mutex is removed and replaced with finer-grain control (GUI mutex stays, but it not combined with Draw anymore)

- System portion of ImageData, which in past was used to store host platform handles, is removed and replaced in CtrlCore by decoupled caching mechanism.

- Host platform specific Font functions are normalized, added glyph path support (which means platform specific code can be removed from Painter and PdfDraw) and added possibility to replace the implementation (Rainbow style).

Subject: Re: Major Draw / CtrlCore refactor
Posted by nlneilson on Sun, 11 Nov 2012 13:06:05 GMT
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mirek wrote on Sun, 11 November 2012 04:50- Global Draw/GUI mutex is removed and replaced with finer-grain control

Something along that thought is have the graphic portion for dlg.lay to have finer control by having the image bigger.

It's easy enough with Ctrl+T to manually fine tune but to drag within a couple pixels is more of a challenge.

Maybe the option is already in the u++ SDK, if so how is it done?

Subject: Re: Major Draw / CtrlCore refactor
Posted by mirek on Wed, 14 Nov 2012 06:58:32 GMT
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WARNING: We have detected some serious issues in MT with the new Draw code. Working on it, should be either fixed within a couple of days or rolled back.

Mirek

Subject: Re: Major Draw / CtrlCore refactor
Posted by mirek on Mon, 19 Nov 2012 09:11:46 GMT

mirek wrote on Wed, 14 November 2012 01:58WARNING: We have detected some serious issues in MT with the new Draw code. Working on it, should be either fixed within a couple of days or rolled back.

Resolved, MT GUI is now more healthy than ever

Mirek