Subject: Little improvement of Caledar & DropDate controls
Posted by sergeynikitin on Sun, 09 Jun 2013 22:40:37 GMT
View Forum Message <> Reply to Message

I propose little improvement of Calendar class. It's help to paint color every day of month in user-defined colors depend on variety conditions (on database data, on calculatable expressions ...)

Example of result:

with code:

```
TestColoredCalendar::TestColoredCalendar()
{
 CtrlLayout(*this, "Window title");
 drop_date.WhenPaintDay = THISBACK(MarkDate);
 calend.WhenPaintDay = THISBACK(MarkDate10);
}

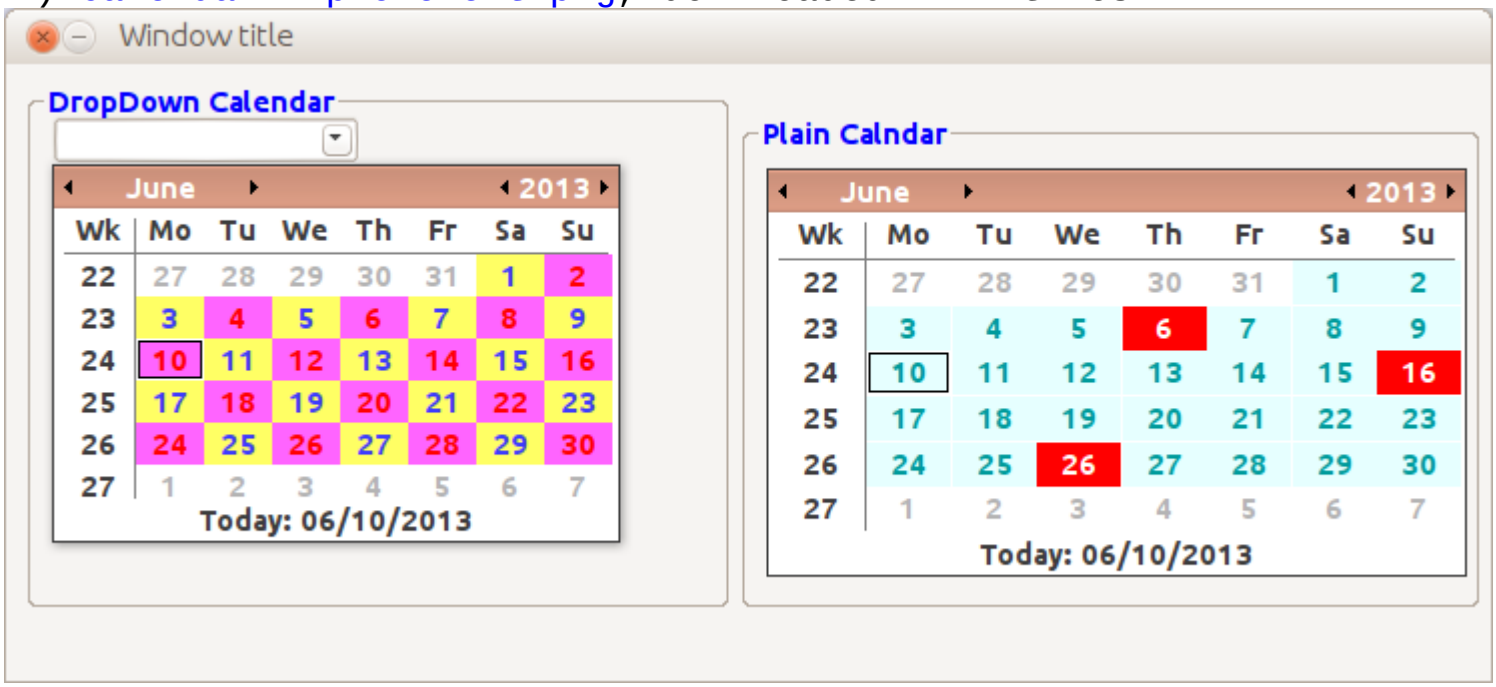
void TestColoredCalendar::MarkDate(Date date,Color& fg, Color& bg){
 int day = date.Get();
 if (day % 2 == 0) {
  fg = Color(255,0,0);
  bg = Color(255,100,255);
 } else {
  fg = Color(60,60,255);
  bg = Color(255,255,100);
 }
}

void TestColoredCalendar::MarkDate10(Date date,Color& fg, Color& bg){
 int day = date.Get();
 if (day % 10 == 0) {
  fg = Color(255,255,255);
  bg = Color(255,0,0);
 } else {
  fg = Color(0,155,155);
  bg = Color(230,255,255);
 }
}
```

Full testcode in attachments.

File Attachments

1) Calendar-improvement.png, downloaded 1411 times



2) TestColoredCalendar.tar.gz, downloaded 754 times

Subject: Re: Little improvement of Caledar & DropDate controls
Posted by sergeynikitin on Sun, 09 Jun 2013 23:02:18 GMT
View Forum Message <> Reply to Message

I propose to make this changes in DateTimeCtrl.cpp & DateTimeCtrl.h

DateTimeCtrl.h have 3 changes:

1. After line 212 add line

Callback3 <Date , Color&, Color& > WhenPaintDay;
result:

```
public:
 Calendar();
 Callback1<Time &> WhenTime;
 Callback3 <Date , Color&, Color& > WhenPaintDay; // <== Inserted line

 static const Style& StyleDefault();

 void Reset();
```

2. After line 491 add line

Callback3 <Date , Color&, Color& > WhenPaintDay;

3. After line 501 add line

cc.calendar.WhenPaintDay = Proxy(WhenPaintDay);

result of items 2 & 3 will be:

```
public:
 typedef DateTimeCtrl CLASSNAME;
 Callback3 <Date , Color&, Color& > WhenPaintDay; // <== Inserted line
 DateTimeCtrl(int m) : cc(m) {
  drop.AddTo(*this);
  drop.AddButton().Main() <<= THISBACK(OnDrop);
  drop.NoDisplay();
  drop.SetStyle(drop.StyleFrame());
  drop.GetButton(0).SetMonoImage(Grayscale(CtrlsImg::DA()));
  cc.calendar   <<= THISBACK(OnCalendarChoice);
  cc.clock      <<= THISBACK(OnClockChoice);
  cc.WhenPopDown  = THISBACK(OnClose);
  cc.calendar.WhenSelect = Proxy(WhenSelect);
  cc.calendar.WhenPaintDay = Proxy(WhenPaintDay); // <== Inserted line
 }
 virtual void GotFocus()  { T::GotFocus(); drop.RefreshFrame(); }
 virtual void LostFocus() { T::LostFocus(); drop.RefreshFrame(); }
 virtual Size GetMinSize() const { return drop.GetMinSize(); }
```

DateTimeCtrl.cpp have 1 changes:

1. After line 530 add lines:

```
    if (!WhenPaintDay.Empty()){
     WhenPaintDay(Date(y,m,d),fg,bg);
    }
```

result code:

```
    if(d == today.day && m == today.month && y == today.year)
    {
     fg = st.fgtoday;
     bg = st.bgtoday;
     fnt.Bold();
     special = true;
```

```
 curday.x = j;
 curday.y = i;
}
if(d == sel.day && m == sel.month && y == sel.year)
{
 fg = st.fgselect;
 bg = st.bgselect;
 fnt.Bold();
 special = true;

 prevday.x = j;
 prevday.y = i;
}
if (!WhenPaintDay.Empty()){              // <== Inserted line
 WhenPaintDay(Date(y,m,d),fg,bg); // <== Inserted line
}                                        // <== Inserted line

}
else
{
 fg = st.outofmonth;
 sd = d > 0 ? -d : d;
 Day(j, i) = sd;
}
```

In attachment these 2 files based on 6113svn

PS
Please include my addition into standard code.

File Attachments

1) DateTimeCtrl-new.tar.gz, downloaded 471 times

Subject: Re: Little improvement of Caledar & DropDate controls
Posted by sergeynikitin on Thu, 13 Jun 2013 08:28:38 GMT
View Forum Message <> Reply to Message

Sorry. Maybe exist alternative method?

Say please.

Subject: Re: Little improvement of Caledar & DropDate controls
Posted by unodgs on Thu, 13 Jun 2013 08:46:57 GMT
View Forum Message <> Reply to Message

Sorry for not responding. I need to think it over (maybe some customizations can be delegated to control style). I'll let you know soon.

Subject: Re: Little improvement of Caledar & DropDate controls
Posted by sergeynikitin on Thu, 13 Jun 2013 09:14:15 GMT
View Forum Message <> Reply to Message

Thanks for reply.

Very needed custom colors of days based on database data.

Subject: Re: Little improvement of Caledar & DropDate controls
Posted by BioBytes on Thu, 13 Jun 2013 19:45:27 GMT
View Forum Message <> Reply to Message

Hi Sergey and Uno,

Features proposed by Sergey are very interesting.

Biobytes

Subject: Re: Little improvement of Caledar & DropDate controls
Posted by sergeynikitin on Thu, 13 Jun 2013 20:07:10 GMT
View Forum Message <> Reply to Message

Thank you for your words!

Subject: Re: Little improvement of Caledar & DropDate controls
Posted by sergeynikitin on Sun, 16 Jun 2013 17:06:15 GMT
View Forum Message <> Reply to Message

unodgs wrote on Thu, 13 June 2013 12:46Sorry for not responding. I need to think it over (maybe some customizations can be delegated to control style). I'll let you know soon.

By the way. First of all , I have thinking about using some style information and delegate some color settings of the control to style. In practice it make more difficult to integrate and more hardly to use in real application.

Subject: Re: Little improvement of Caledar & DropDate controls

Posted by bushman on Sat, 10 Aug 2013 17:16:17 GMT
View Forum Message <> Reply to Message

I agree with BioBytes. This feature proposed by sergeynikitin would allow users to select multiple dates on a plain calendar or easily display stored database dates for edit.
Hope it gets included.

Subject: Re: Little improvement of Caledar & DropDate controls
Posted by bushman on Sat, 10 Aug 2013 17:43:16 GMT
View Forum Message <> Reply to Message

Totally cool feature, but, why not include it in DateTimeCtrl.cpp right before the day gets drawn, around line 581, so as to enable user to highlight out-of-current-month days too? It would look like:

```
    if(sd == char(view.day))
    {
     if(sd < 0 && selall)
     {
      fg = st.outofmonth;
      fnt.Bold().Underline(!special);
     }
     if(sd > 0 && view.month == m)
     {
      fg = st.selectday;
      fnt.Bold().Underline(!special);
     }
    }
    if (!WhenPaintDay.Empty()){            // <== Inserted line
     WhenPaintDay(Date(y,m,d),fg,bg);  // <== Inserted line
    }                                      // <== Inserted line

    w.DrawRect(xp, yp, cw, rh, bg);
    if(special)
    {
     DrawFrame(w, xp + 1, yp + 1, cw - 2, rh - 2, Black);
     DrawFrame(w, xp, yp, cw, rh, st.bgmain);
    }

    str = AsString(abs(d));
    w.DrawText(xp + (cw - GetTextSize(str, fnt).cx) / 2, yp + yc , str, fnt, fg);
   }
```

thanks!

Subject: Re: Little improvement of Caledar & DropDate controls

Posted by bushman on Sat, 10 Aug 2013 19:24:34 GMT
View Forum Message <> Reply to Message

BTW, talking about style, I'm afraid I can't modify text colors for either current view month days or weekend days, apparently because you hard-coded them to Black and Red, respectively, in DateTimeCtrl.cpp around line #526:

```
...
if(m == view.month)
{
 Day(j, i) = d;

 fg = Black;  // Shouldn't it be st.fgmain, instead??

 if(j == 6)
 {
  fg = Red; // Looks like there's no style color for this
 }
...
```

I didn't check your code in depth, so pls let me know if there's any workaround I missed here...
Tks!

Subject: Re: Little improvement of Caledar & DropDate controls
Posted by bushman on Sun, 11 Aug 2013 01:21:29 GMT
View Forum Message <> Reply to Message

Actually, after peering further into your code, I observed a few aspects I'd like to submit to your review, for I guess they might be relevant to other Upp users too:

1. Class member String curdate;, defined in DateTimeCtrl.h around line #170 gets initialized in DateTimeCtrl.cpp like curdate = Format("%s %d", MonthName(view.month - 1), view.year);, around line #462, but is never used; I just commented both lines out and it didn't make any difference whatsoever. So what role does this member play?

2. When assingning the following style to Calendar Calendar::Style& st = cal.StyleDefault().Write();

```
 st.font = Arial(8);
 st.bgmain = Color(33, 33, 33);
 st.bgselect = Color(190, 150, 80);
 st.bgtoday = Color(66, 66, 66);
 st.fgmain = Color(198, 198, 198);
 st.dayname = Color(190, 150, 80);
 st.fgselect = Color(198, 198, 198);
 st.selectday = Color(198, 198, 198);
 st.selecttoday = Color(190, 150, 80);
 st.today = Color(198, 198, 198);
```

```
 st.curdate = Color(198, 198, 198);
 st.cursorday = Color(255, 255, 192);
 st.fgtoday = Color(198, 198, 198);
 st.week = Color(127, 127, 127);
 st.header = Color(255, 127, 0);

 cal.SetStyle(Calendar::StyleDefault());
       cal.OneButton();
```

, that's the graphic result I got:
(they say an image is worth a thousand words)
Please, observe that the year + month header is not initialized centered between the left and right buttons when using a smaller font size (Arial(8)). I assume Calendar does not initialize its FlatSpin members with the assigned calendar font promptly right after the call to SetStyle, so I propose this modification Calendar& Calendar::SetStyle(const Style& s)

```
{
 style = &s;
 nbg = Colorize(CtrlImg::Bg(), s.header, 150);
 spin_month.SetFont(s.font);  // inserted line
 spin_year.SetFont(s.font);   // inserted line
 spin_all.SetFont(s.font);    // inserted line
 UpdateFields();              // inserted line
 Refresh();
 return *this;
}
```

, which corrects all misalignments, with or without SwapMonthYear(), OneButton() or the combination of both.

3. Yet insisting on my last posting before this one, the week days and weekend day numbers would be hardly visible without the following modifications, which then again I'd like to submit to your appreciation:

```
// Add new member Color weekend to Calendar Style definition:
class Calendar : public PopUpCtrl
{
public:
 struct Style : ChStyle<Style> {
  Color header;

  Color bgmain;
  Color bgtoday;
  Color bgselect;

  Color fgmain;
  Color fgtoday;
  Color fgselect;
  Color outofmonth;
  Color curdate;
  Color today;
```

```
  Color selecttoday;
  Color cursorday;
  Color selectday;
  Color line;
  Color dayname;
  Color week;
  Color weekend;    // <== Inserted line
  Font  font;
  Image spinleftimg;
  Image spinrightimg;
  bool  spinhighlight;
 };
...
, together with
...
if(m == view.month)
{
 Day(j, i) = d;

 fg = st.fgmain; // fg = Black;   // <== Modified line

 if(j == 6)
 {
  fg = st.weekend; // fg = Red;  // <== Modified line
 }

...
```
, in Calendars Paint function, fixes this issue.

Sorry for the very long post.
Thank you.

File Attachments

1) Calendar.png, downloaded 1491 times



Subject: Re: Little improvement of Caledar & DropDate controls
Posted by bushman on Wed, 04 Sep 2013 04:02:47 GMT

View Forum Message <> Reply to Message

Hello, folks?
Is there anybody there??

Subject: Re: Little improvement of Caledar & DropDate controls
Posted by unodgs on Wed, 04 Sep 2013 05:22:53 GMT
View Forum Message <> Reply to Message

Thanks for remanding... I'll take care of it