Subject: [IMPROVEMENT] GTK and Win32 backends should emulate error icon.
Posted by Klugier on Fri, 02 Aug 2013 23:26:54 GMT

Hello,

Personally, I think that GTK backend should also emulate error icon. What we need to do is just add one little line of code:

ChCtrlImg(CtrlImg::I_error, "gtk-dialog-error", 6);

I enclose improved source file.

Sincerely,
Klugier

File Attachments
1) ChGtk.cpp, downloaded 424 times

Subject: Re: [IMPROVEMENT] GTK backend should emulate error icon.
Posted by Klugier on Sat, 03 Aug 2013 12:22:32 GMT

Hello,

We need to improvement Win32 version too. Here is the new line of code (CtrlLib/ChWin32.cpp - line 613):

CtrlImg::Set(CtrlImg::I_error, Win32Icon(IDI_ERROR));

Moreover, I enclose source file.

Sincerely,
Klugier

File Attachments
1) ChWin32.cpp, downloaded 410 times

Subject: Re: [IMPROVEMENT] GTK backend should emulate error icon.
Posted by mirek on Sun, 11 Aug 2013 12:50:49 GMT

Interestingly, CtrlImg::error is not used anywhere... Should not we rather delete it?

Subject: Re: [IMPROVEMENT] GTK backend should emulate error icon.
Posted by Klugier on Sun, 11 Aug 2013 13:02:34 GMT
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Hello Mirek,

In my opinion we shoudn't delete CtrlImg::error. It can still be used in third party applications!

Moreover I think that, we can add function like ErrorOK. (Based on Prompt but with error image).
For example:

```
void ErrorOK(const char *qtf) {
 BeepError(); // <- Firstly, we need to implement this function!
 Prompt(Ctrl::GetAppName(), CtrlImg::error(), qtf, t_("OK"));
}
```

Sincerely,
Klugier

Subject: Re: [IMPROVEMENT] GTK backend should emulate error icon.
Posted by mirek on Sat, 17 Aug 2013 15:58:22 GMT
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OK, patch applied.

Mirek