Subject: 2022.3
Posted by mirek on Thu, 29 Dec 2022 08:26:30 GMT
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It is not perfect and probably will need service pack soon (there are two issues unresolved, but so far we have scarce info about how to reproduce them), but I now consider 2022.3 released.

2022.3 (December 2022)

Release highlights

Homegrown C++ parser in theide is replaced with libclang resulting in new and improved Assist++ features
Autocomplete now correctly works in most cases (except in template bodies, which is libclang limitation)
Code navigator refactored and improved
TheIDE now shows C++ errors while editing sources
TheIDE now shows information tips about program symbols when you leave mouse over it (documentation if available, declaration signature if not)
New function "Usage" shows all usages of current symbol through all project sources based on C++ analysis. With virtual methods, it shows all overrides of base class method.
Memory consumption (esp. sizeof) of widgets greatly reduced (by up to 70%).
LabelBox now allows center and right alignment.
MacOS version is not released with 2022.3. We hope to provide it again with the 2023.1.

Subject: Re: 2022.3
Posted by Tom1 on Thu, 29 Dec 2022 09:16:28 GMT
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Hi,

Thank you again for your great effort on U++!

Is the official 2022.3 release 16660? Status and Roadmap, U++ front page and Download resources need to be updated accordingly.

Best regards,

Tom

Subject: Re: 2022.3
Posted by zsolt on Thu, 29 Dec 2022 10:15:12 GMT

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Thank you, Mirek.
This new Assist is a game changer, I think. Very useful.

Happy New Year

Subject: Re: 2022.3
Posted by Klugier on Thu, 29 Dec 2022 10:43:11 GMT
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Hello,

Great news! I created release 2022.3 on GitHub. I also created information post on Reddit. Please feel free to up vote!

Klugier

Subject: Re: 2022.3
Posted by unodgs on Thu, 29 Dec 2022 22:20:41 GMT
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Quote:Please feel free to up vote!
Done and congrats on the new release

Subject: Re: 2022.3
Posted by Lance on Thu, 29 Dec 2022 23:47:42 GMT
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Congrats and Thanks!

Klugier wrote on Thu, 29 December 2022 05:43Hello,

Great news! I created release 2022.3 on GitHub. I also created information post on Reddit. Please feel free to up vote!

Klugier

Done!

Subject: Re: 2022.3

Posted by Oblivion on Fri, 30 Dec 2022 03:37:59 GMT
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Great news. Thank you all!

Best regards,
Oblivion

Subject: Re: 2022.3
Posted by Satervalley on Fri, 30 Dec 2022 15:59:38 GMT
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the DropList's member function "ListObject" is commented out, this is a public function may been used by existed apps, deleting it causes compile error.

Subject: Re: 2022.3
Posted by Klugier on Fri, 30 Dec 2022 17:44:03 GMT
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Hello Satervalley,

Did you try to uncomment following line in CtrlLib/Drp[Choice.h - line 204-207 and see if it works for you:

```
/*
 const PopUpTable& GetList() const               { return list; }
 PopUpTable&   ListObject()                    { return list; }
*/
```

It looks like PopUpList is still in the code:

```
private:
 PopUpList         list;
```

Klugier

Subject: Re: 2022.3
Posted by Satervalley on Sat, 31 Dec 2022 03:33:47 GMT
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in previous version, list is an instance of PopupTable which derived from ArrayCtrl, in newest

version, list is an instance of PopupList which with no base class, instead, PopupList has a protected member popup which is a pointer(One) of Popup which derived from Ctrl and has a public member named "ac" which is an instance of PopupArrayCtrl which derived from ArrayCtrl, so it's not just an uncommentting thing.

Subject: Re: 2022.3
Posted by mirek on Sun, 01 Jan 2023 15:48:42 GMT
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Satervalley wrote on Sat, 31 December 2022 04:33in previous version, list is an instance of PopupTable which derived from ArrayCtrl, in newest version, list is an instance of PopupList which with no base class, instead, PopupList has a protected member popup which is a pointer(One) of Popup which derived from Ctrl and has a public member named "ac" which is an instance of PopupArrayCtrl which derived from ArrayCtrl, so it's not just an uncommentting thing.

Correct. I am sorry about this, but that method is gone for good - popup and ArrayCtrl are now created on demand, as size optimisation. Saves several KBs per each DropList. This change was in master since June...

Anyway, if you tell what is your usage scenario, maybe we can something to solve it.

Subject: Re: 2022.3
Posted by Satervalley on Tue, 03 Jan 2023 04:30:52 GMT
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my use case is very simple, when click the down arrow, popupped drop list has 2 columes(I use it to show database fields, first column is field name, 2nd column is field data type). I use ListObject to get the arrayctrl instance, and then AddColumn to archive 2 columns droplist.

Subject: Re: 2022.3
Posted by mirek on Tue, 03 Jan 2023 09:35:14 GMT
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Satervalley wrote on Tue, 03 January 2023 05:30my use case is very simple, when click the down arrow, popupped drop list has 2 columes(I use it to show database fields, first column is field name, 2nd column is field data type). I use ListObject to get the arrayctrl instance, and then AddColumn to archive 2 columns droplist.

How do you fill that second column?

Subject: Re: 2022.3
Posted by Satervalley on Tue, 03 Jan 2023 15:44:57 GMT

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1st, in my TopWindow derived class's constructor,I add 2 columns:

```
 PopUpTable& pt = dlFields.ListObject(); // dlFields ref to DropList
 pt.AddColumn("Name");
 pt.AddColumn("Type");
```

2nd, when I got the database fields info:

```
 dlFields.Clear();
 PopUpTable& pt = dlFields.ListObject();
 for(auto i = 0; i < vFields.GetCount(); i++) // vFields is a Vector of String contains field names
 {
  dlFields.Add(vFields[i]);
 }
 for(int i = 0; i < vFieldsType.GetCount(); i++) // vFieldsType is a Vector of String contains field type
 {
  pt.Set(i, 1, vFieldsType[i]);
 }
```

I have to add the first column rows, then set the second column rows, the code works fine. when select a row, the first column's content of selected row is showed.

Subject: Re: 2022.3
Posted by mirek on Tue, 03 Jan 2023 22:26:30 GMT
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Satervalley wrote on Tue, 03 January 2023 16:441st, in my TopWindow derived class's constructor,I add 2 columns:

I have found a way how to reinstate ListObject back to DropList; new incarnation returns ArrayCtrl&, but that should not be a problem for your usecase.

Pushed to master. Please test.

Mirek

Subject: Re: 2022.3
Posted by mdelfede on Wed, 04 Jan 2023 09:22:30 GMT
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Hi Mirek (and happy new year, btw!),

Im'using the ListObject() too... here is the code in my control constructor:

```
 PopUpList &pt = ListObject();
 prevListSelect = pt.WhenSelect;
 pt.WhenSelect = THISBACK(listSelectCb);
```

and in the handler:

```
// catches selections on popuplist
// to handle changes in layer's properties
void LayersDrop::listSelectCb(void)
{
 // get clicked point
 Point p = ::GetMousePos() - GetScreenRect().TopLeft();
 int col;
 if(p.x < 24)
  col = 0;
 else if(p.x < 48)
  col = 1;
 else
  col = 3;
 int iLine = ListObject().GetCursor();

 // if no line clicked or clicked on name, normal behaviour
 // of current layer selection
 if(IsNull(iLine) || col == 3)
 {
  prevListSelect();
  return;
 }

 // clicked on an item, just call given callback
 // and repost a drop on list
 Value v = GetValue(iLine);
 LayerData ld = ValueTo<LayerData>(v);
 if(col == 0)
  ld.on = !ld.on;
 else if(col == 1)
  ld.locked = !ld.locked;
 v = RawToValue(ld);
 SetValue(iLine, v);
 WhenToggle(ld.name, ld.on, ld.locked);
 PostCallback(THISBACK(Drop));
}
```

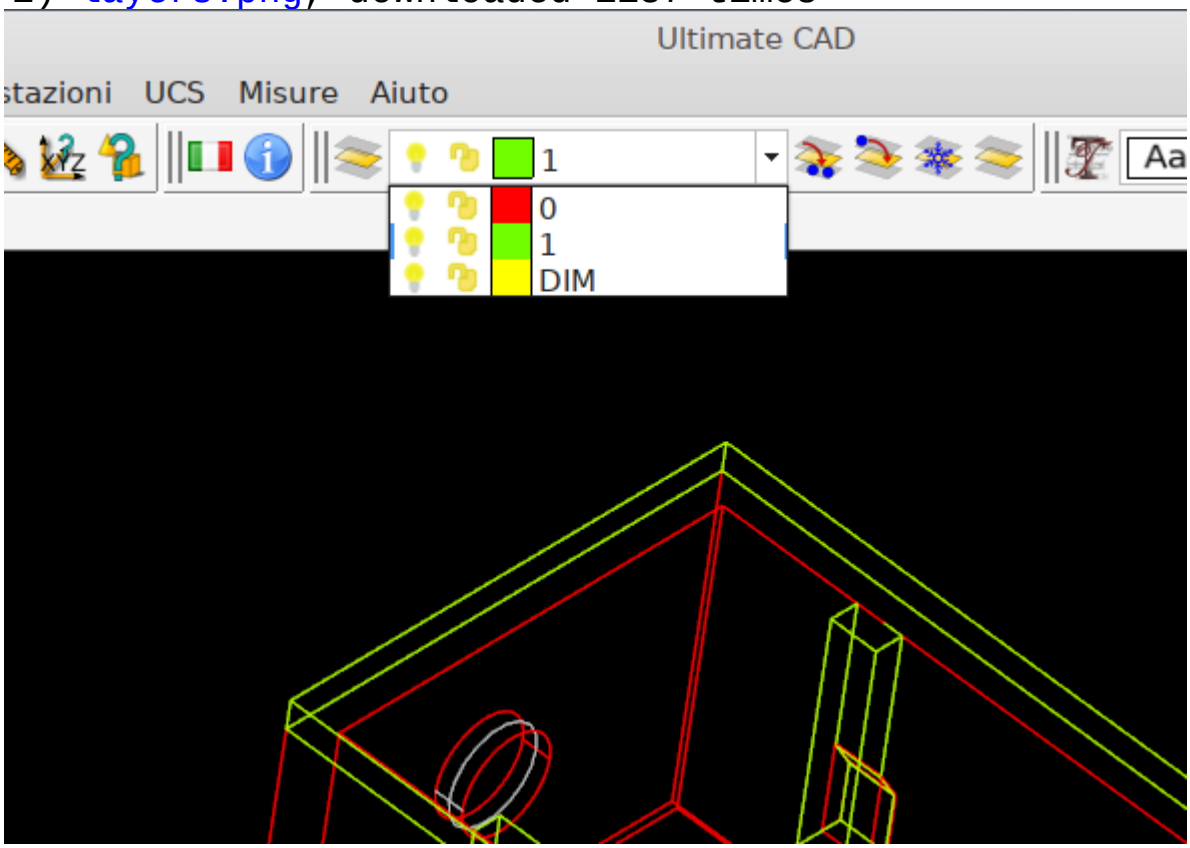
Here the effect :

You can open the droplist, click on layer name (third column) and the list behaves as usual (the layer is selected and list is closed), but if you click on first 2 columns (layer ON/OFF and layer LOCK/UNLOCK) the list stay open but the state of item is toggled.

By now I solved by the usual "#define private protected" trick before including CtrlLib and re-adding the ListObject() function in my control. Not a very nice way... and I must disable blitz for this package.
It would be nice to have the ListObject() function again, or at least to put the 'list' item as protected instead of private...

File Attachments

1) layers.png, downloaded 1187 times



Subject: Re: 2022.3
Posted by mirek on Wed, 04 Jan 2023 10:36:56 GMT
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mdelfede wrote on Wed, 04 January 2023 10:22
It would be nice to have the ListObject() function again, or at least to put the 'list' item as protected instead of private...

Uhm, have you seen the post before your post?

Mirek

Subject: Re: 2022.3
Posted by mdelfede on Wed, 04 Jan 2023 15:10:56 GMT
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mirek wrote on Wed, 04 January 2023 11:36
Uhm, have you seen the post before your post?

Mirek

Well, I didn't, but now I tried and the behaviour is not the same
I mean:

1) I must use WhenLeftClick event, and that's ok
2) When I click on a toggle item, it does toggle correctly, BUT when I re-open the droplist using PostCallback(THISBACK(Drop)) (which I need to keep the droplist in drop state) the ArrayCtrl
cursor gets re-set to current item, and not the one under mouse.
So, if I don't move the mouse (even slightly...) when I click it it gets the wrong line.
I mean, I simply can't toggle and re-toggle an item without moving the mouse between toggles.

Here you can see : I clicked on small lock (which was yellow and got correctly toggled to black), the droplist re-opened
correctly BUT its cursor is on third item and didn't follow mouse cursor which is on item 2.
If I re-click on black lock to toggle it again the lock doesn't toggle

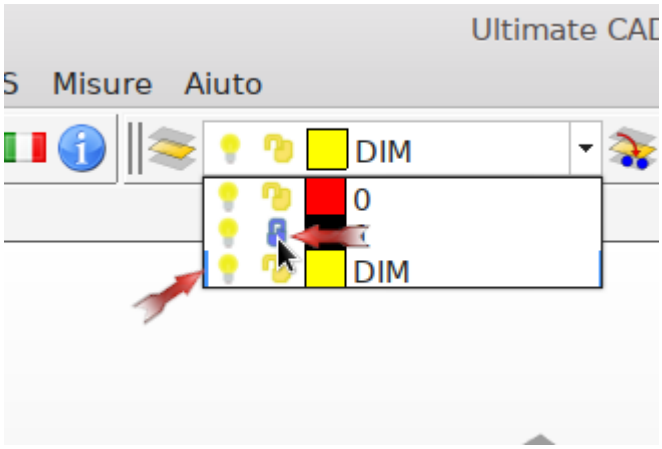
BTW, putting some logs it shows firing WhenAction events even clicking on toggle elements, and it shouldn't.
Anyways I'll try to solve my problem with new upp code.

Thank you!

Massimo

File Attachments

1) layers.png, downloaded 1117 times



Subject: Re: 2022.3
Posted by Satervalley on Wed, 04 Jan 2023 16:21:04 GMT
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I've tried, works as expected,thx!