
Subject: : AmigaOS4

Topic: : Enhancer Bug thread

Re: Enhancer Bug thread

Author: : Raziel

Date: : 2019/7/16 15:39:52

URL:

@broadblues

Quote:

So far as I can tell there can be only one 'percentage' notification for any given app, **as there is no way to specify which notification to modify the percentage of**, so it might make sense to fix the title text and image ignoring those tags for a notification with updating progress bar.

I don't know the inner workings of Notification or it's PERCENTAGE handling, but the bold quote is not true imho.

You can clearly see (and test) that **EVERY PERCENTAGE** bar gets addressed separately, even with it's unique percentage number

Quote:

```
'RINGHIO APP=System_BackUp UPDATE PERCENTAGE=5 PRI=10 IMG=Tools:System/Scripts/data/Development.png  
IMGVALIGN=0 NOLOG TITLE="BackUp" Working on Development: partition...'  
ADDRESS COMMAND 'Wait 5'
```

```
'RINGHIO APP=System_BackUp UPDATE PERCENTAGE=55 PRI=10 IMG=Tools:System/Scripts/data/Games.png  
IMGVALIGN=0 NOLOG TITLE="BackUp" Working on Games: partition...'  
ADDRESS COMMAND 'Wait 5'
```

I figured it works just like the progress "bar" of AmigaOS' installer, the user has to explicitly give the percentage number to the install script to make it display that explicit number.

So, why not simply detach the PERCENTAGE bar from a given app's Notification and instead force it to be

drawn (and released) completely on every Notification command/instance?

That would also make the fact much more logical that the PERCENTAGE switch has to be set on every PERCENTAGE bar update (...or so i understand it's working...)

Because the PERCENTAGE switch used without any number will simply draw a PERCENTAGE bar with "0%", so there is not even some "automagically" progress thats calculated in the background.

It **needs** to be told everything it should display.

I'd say treat PERCENTAGE the same as the IMG switch, let it get updated by UPDATE and draw it completely new on every Notification event.

Also, since i believe i.e. Updater uses the new Enhancer class (i think it's called "ProgressBar.gadget") to display a "true" interactive ProgressBar inside a Notification window, the PERCENTAGE switch should probably stay what it is, a switch that has to be called everytime a Notification is sent.

Does that make any sense to you?