

Subject: : AmigaOS4

Topic: : Enhancer Bug thread

Re: Enhancer Bug thread

Author: : Raziel

Date: : 2019/7/16 18:11:40

URL:

@broadblues

Quote:

Firstly could you edit you script so that the really long lines are manually word wrapped? It's make the forum unsuably wide to the point that is pushing the width of OWB past the compositing limit on my SAM!

Yes, too bad XOOPS doesn't do that by default, or at least hide the rest of the code horizontally (like it's done vertically through sliders)

I fixed the length and added the PERCENTAGE switch back in.

Quote:

Secondly I'm not sure what you mjean by

Quote:

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 se (and test) that EVERY PERCENTAGE bar gets addressed seperately, even with it's unique percentage number

There is only one notification width with a progress bar in the notification in your script. There **is** no way to indentify seprate prgress notifications except by using a different Appname so as I said there **is** only one per application*. A script may have more than one application in if you need to (so can a binary app for that matter).

Ok, lets see if i can rephrase my thoughts.

IF i (like done in the script) open a notification for the "BackUp" app and do not add the PERCENTAGE switch, then no PERCENTAGE bar will show up (even if the PERCENTAGE bar was drawn on an earlier occasion, it will just completely vanish).

So, i do need to give the PERCENTAGE switch on every notification i send out and want it to be drawn, otherwise either

1)
the bar would be drawn empty/showing 0% (PERCENTAGE used solely, without a number attached to it, i.e. PERCENTAGE=xx) or

2)
the bar would not be drawn at all (by leaving out the PERCENTAGE switch completely)

As you can see in the very last notification line in the script there is no PERCENTAGE switch and the bar is removed from that notification just fine.

Quote:

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...)

Quote:

And what if there is more than one application? Should YAMs email notificationjs get your percentage bar? You are not thinking straight or not saying what you mean.

No, of course not.

The PERCENTAGE bar should only be drawn to a notification by an app explicitly demanding it by using the PERCENTAGE=x switch.

That is already how it works "generally" now.

But with the drawback that it doesn't care about the UPDATE switch and as such will not be "added/updated" to a "new" notification (by i.e. obeying a changed window size due to UPDATED longer text) but rather using the last window size and overdrawing everything that is new.

Quote:

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.

Quote:

Updater can use a notification if RinHIO is running yes, (otherwise it uses a requester which is more

~~sensible IMHO) but it is exactly the same one you are using from your script.~~

PERCENTGE is not a 'switch' as such as it has varying values, but it does need to be set for each notification that pertains t the progress notification other wise you will get completely new notifications.

Well, if i leave out the UPDATE switch i get a new notification window every time the notification is called, UPDATE otoh uses any already still open notification windows addressed to the same app.

I will add a new script which showcases the problems, maybe that will make it easier to understand what i'm trying to explain...