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Wx erlang widgets

Wx application is erlang binding wxWidgets. This document describes erlang mapping wxWidgets and its implementation. This is not a complete user guide to wxWidgets. If you need to, you will have to read the wxWidgets documentation instead. wx tries to maintain one-on-one mapping of the original API so that the original documentation and examples are as easy to use as possible. wxErlang examples and test suite can be found in erlang src release. They may also offer some help with the use of the API. This is currently a very short introduction to wx. The application is still under development, which means the interface may change, and the test suite is currently in a poor coverage ratio. 1.1 Content procedure 1.2 Introduction to the original wxWidgets is an object-oriented (C++) API and that is reflected in erlang mapping. In most cases, each class wxWidgets is represented in the module erlang. It gives wx application a huge interface that is distributed across multiple modules, and it all starts with the wx module. Wx module contains features to create and destroy gui, ie wx:new/0, wx:destroy/0 and some other useful features. Objects or object references wx should be seen in erlang processes, not erlang terms. If you act on them they can change the state, for example, they are not functional objects as erlang conditions are. Each object has a type, or rather a class, that is manipulated by the subclasses of the corresponding module or object. The type check shall be carried out in such a way that the module works only with objects or inherited classes. The object will be created to destroy a new one and destroyed. Most functions in the classes are referred to as the same for their C++ counterpart, except for convenience, erlang they start with lowercase and the first argument is an object reference. Optional arguments are the last and expressed as tagged tuples in any order. For example, the wxWindow C++ class is applied to the wxWindow erlang module, and the member wxWindow::CenterOnParent is therefore wxWindow:centerOnParent. Next C++ code: wxWindow MyWin = new wxWindow(); MyWin.CenterOnParent (wxVERTICAL); ... delete mywin; would be erlang look like: MyWin = wxWindow:new(), wxWindow:centerOnParent(MyWin, [{dir,?wxVERTICAL}]), ... wxWindow:destroy(MyWin), If you read wxWidgets documentation or examples, you will notice that some of the most basic classes are missing wx, they are directly mapped to the corresponding erlang terms: wxPoint denoted by {Xcoord,Ycoord} wxSize is represented in {Width,Height} wxRect denotes {Xcoord,Ycoord,Width,Height} wxColour is marked {Red Green,Blue[,Alpha]} wxPoint represented by {Xcoord,Ycoord} wxString is marked unicode:charlist() wxGBPosition represents {Row,Column} wxGBSpan is represented in {RowSpan, ColumnSPan} wxGridCoords is by {Row,Column} In places where the erlang API differs from the original, there should be an obvious erlang documentation of which representation has been used. For example, C++ arrays and/or lists are sometimes presented as erlang lists and sometimes as tuples. Colors are represented in {Red, Green, Blue[,Alpha]}, alpha value is optional when used as an argument for functions, but it is always returned to wx functions. Defines, counts, and global variables exist in wx.hrl as defined. Most of these defining are constants, but not all. Some are platform-dependent, and therefore global variables need to be reset at runtime. They are obtained from the driver by speech, so not everyone defines the relevant statements. Class local lists pre-prefix class name and underscore as ClassName_Enum. In addition, the module wx_misc some global features, i.e. non-class functions. wxErlang is applied to the (threaded) driver and quite direct interface C++ API, with a deficiency that if the erlang programmer does not error, it may crash the emulator. Because the driver is threaded, it requires a smp enabled emulator that provides a thread for a safe interface driver. 1.3 The multiple processes and memory handling intent is that each erlang application requires wx:new() once setup this GUI, which creates environment and memory mapping. To be able to use wx from several processes in your application, you must share the environment. You can use the active environment wx:get_env/0 and specify it in new processes wx:set_env/1. Two processes or applications called wx:new() cannot use eleven objects. wx:new(), MyWin = wxFrame:new(wx:zero(), 42, Example, []), Env = wx:get_env(), spawn (fun() -> wx:set_env (Env), %% Here you can make wx calls to your helper process. ... end), ... When wx:destroy/0 is started or when all processes in the application are dead, the memory is deleted and all windows created by this application are closed. The Wx application never cleans or junk collects memory when the user application is alive. Most objects are deleted when you close the window, or at least all objects that have a parent argument without a zero value. By using wxCLASS:destroy/1 if possible, you can avoid increasing memory usage. This is especially important if wxWidgets assumes or suggests that you (or rather C++ programmer) are separated from the object stack because it can never make erlang binding. For example, wxDC class or its subclasses or wxSizerFlags.

Currently, the dialogs show the modal function hangs wxWidgets until the dialog is closed. It is designed but erlang where you can have multiple GUI applications running at the same time it causes problems. It is hoped that this will be wxWidgets press releases. 1.4 The occurrence of event handling in wx differs most from the original API. You have to specify each event that you want to handle wxWidgets that are the same erlang binding, but you can choose to receive events messages or handle them as callback funs. Otherwise, the event order will be treated as a wxWidgetsdynamic event handler connection. Certain types of events are ordered objects or different IDs. Callback fun is optional if no presented event is sent in a process called connect/2. Therefore, the handler is a callback fun or a process that receives an event notification. Events are handled accordingly in the bottom up widget hierarchy, first by the last ordered handler. Depending on whether wxEvent:skip() is called, the event will address other handler(s) later. Most e-events have event handlers installed. Message events look like #wx {id=integer(), obj =wx:wxObject(), userData=term(), event =Rec }. ID is the object ID of the event. The Obj field contains the object that you used to connect. The userData field contains the term provided by the user, it is a connection option. And the event field contains a record that contains information that is dependent on the event type. The first element of the event record is always the type you ordered. For example, if key_up events, you #wx{event=Event}, where the event is a wxKey event record where Event#wxKey.type =key_up. In wxWidgets developer has to call wxEvent:skip() if it wants the event processed by other handlers. If you use callback, you can do the same in wx. If you want the event to be in the form of messages that you simply don't offer a callback, and you can set the skip option to true or false in the connection invitation, it's incorrect by default. True means you'll receive a message, but also let later handlers handle the event. If you want to dynamically change this behavior, you must use callback and call wxEvent:skip(). The callback event is handled by using selective callback fun/2 when you pair the handler. Fun(#wx{},wxObject() must take two arguments where the first is the same as for the message events described above, and the second is an object reference to the actual event object. You can call wxEvent:skip() with an event object and access all data. If you are using a callback, you must call wxEvent:skip() yourself if you want any events to be forwarded to the following handlers: Actual event objects are deleted after the fun returns. Callback is always triggered by another process and has exclusive use of GUI at startup. This means that callback fun cannot be used in the process dictionary and should not be called by other processes. Calls to another process inside callback fun can cause a deadlock when another process waiting after your call gui. 1.5 ConfirmationMatid-Ola Persson wrote the original wxWidgets binding as part of his master's thesis. The current version is a total rewrite, but a lot of ideas are re-used. The reason for the rewrite was mainly due to the limited requirements we gave him. Also thanks wxWidgets team that develops and supports it that we have something to use. As shown in the table below, wxWidgets has different relationships for different programming languages that apply some or all of its function set. 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