

## User Interface - Bug #2952

### ui\_strings.txt is empty for simple\_sm.p

01/11/2016 03:54 PM - Vadim Gindin

<b>Status:</b>	Closed	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Vadim Gindin	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Cleanup and Stabilization for GUI	<b>case_num:</b>	
<b>billable:</b>	No		
<b>vendor_id:</b>	GCD		
<b>Description</b>			

### History

#### #1 - 01/11/2016 03:55 PM - Vadim Gindin

Constantin:

Currently P2J doesn't collect strings from MENU widgets... support is only in frame\_generator.xml, menu\_generator.xml is missing support. We should collect these, too; if the label has accelerators, we need to prepare the string, so is recorded as is shown on screen, and not with the encoded accelerator (actually, I think this is for all labels, not just menu labels).

#### #2 - 06/21/2016 10:48 AM - Vadim Gindin

I've made the change, but should I create a separate branch for this task?

#### #3 - 06/21/2016 11:11 AM - Greg Shah

Yes.

#### #4 - 06/22/2016 04:16 AM - Vadim Gindin

Task branch 2952a is created (11049 trunk rev).

#### #5 - 06/22/2016 07:11 AM - Vadim Gindin

I see in frame\_generator.xml the code that just removes the first '&' from the label before it will be placed to uiStrings file. Such preparation is wrong. The label can contain several symbols '&' and the algorithm is more complex. I'd implemented it in menus and used it for Button too.. Should I implement it here for uiStrings preparation?

#### #6 - 06/22/2016 07:38 AM - Greg Shah

I see in frame\_generator.xml the code that just removes the first '&' from the label before it will be placed to uiStrings file. Such preparation is wrong. The label can contain several symbols '&' and the algorithm is more complex. I'd implemented it in menus and used it for Button too.. Should I implement it here for uiStrings preparation?

Yes.

**#7 - 06/23/2016 11:04 AM - Vadim Gindin**

Is there a way to know what the current environment is (CHUI, GUI) during conversion?

**#8 - 06/23/2016 11:27 AM - Greg Shah**

ui\_strings.txt is only used in GUI (to obtain the variable length of each string based on a list of fonts). ChUI interfaces don't use variable width fonts, everything is monospaced and we draw based on whole characters of the same size.

Why do you ask?

**#9 - 06/23/2016 12:06 PM - Vadim Gindin**

Oh, really. You're right. Thanks. Another question. We have `com.goldencode.p2j.ui.client.gui.MnemonicInfoGuiImpl` class that contains preparation logic. Will it be correct to call this class (from `ui.client.gui` package) from conversion process?

**#10 - 06/23/2016 12:26 PM - Greg Shah**

Will it be correct to call this class (from `ui.client.gui` package) from conversion process?

We normally don't like to have such references, but it is OK in this case.

**#11 - 06/23/2016 04:09 PM - Vadim Gindin**

Could you recall, how to make a static call that will prepare the label and return a string? In other words there is nothing to emit, just process a string and return another string, so I've added static method to `MnemonicInfoGuiImpl` and wanted to call it from `menu_generator.xml`, but I can't find corresponding way..

**#12 - 06/23/2016 04:16 PM - Greg Shah**

It is not possible to make a static call from a TRPL ruleset. Today, we either:

1. Hide the call in a worker (e.g. something that implements the `PatternWorker` interface).
2. Create an instance in TRPL (using `create("com.goldencode.p2j.ui.client.gui.MnemonicInfoGuiImpl")`) and then call the static method on the instance. At least I think this will work if the static method name is unambiguous. You can try this to see.

**#13 - 06/24/2016 06:54 AM - Vadim Gindin**

Please review. Current branch revision is 11054 (rebased with current trunk). Should I change also `frame_generator.xml` in a same way?

**#14 - 06/24/2016 07:42 AM - Constantin Asofiei**

Vadim, review for 2952a 11054:

1. `menu_generator.xml` - please move this code to the `init-rules` block (otherwise `mnemInfo` will be instantiated on each label...)

```
<action>
```

```

        mнемInfo = #(com.goldencode.p2j.ui.client.gui.MnemonicInfoGuiImpl)
                create('com.goldencode.p2j.ui.client.gui.MnemonicInfoGuiImpl')
    </action>

```

2. does fprintf work in append mode? If yes, then does frame\_generator.xml get called before or after the menu\_generator.xml? Because frame\_generator.xml deletes this file, when it is ran.
3. MnemonicInfo, MnemonicInfoGuiImpl - missing history entry

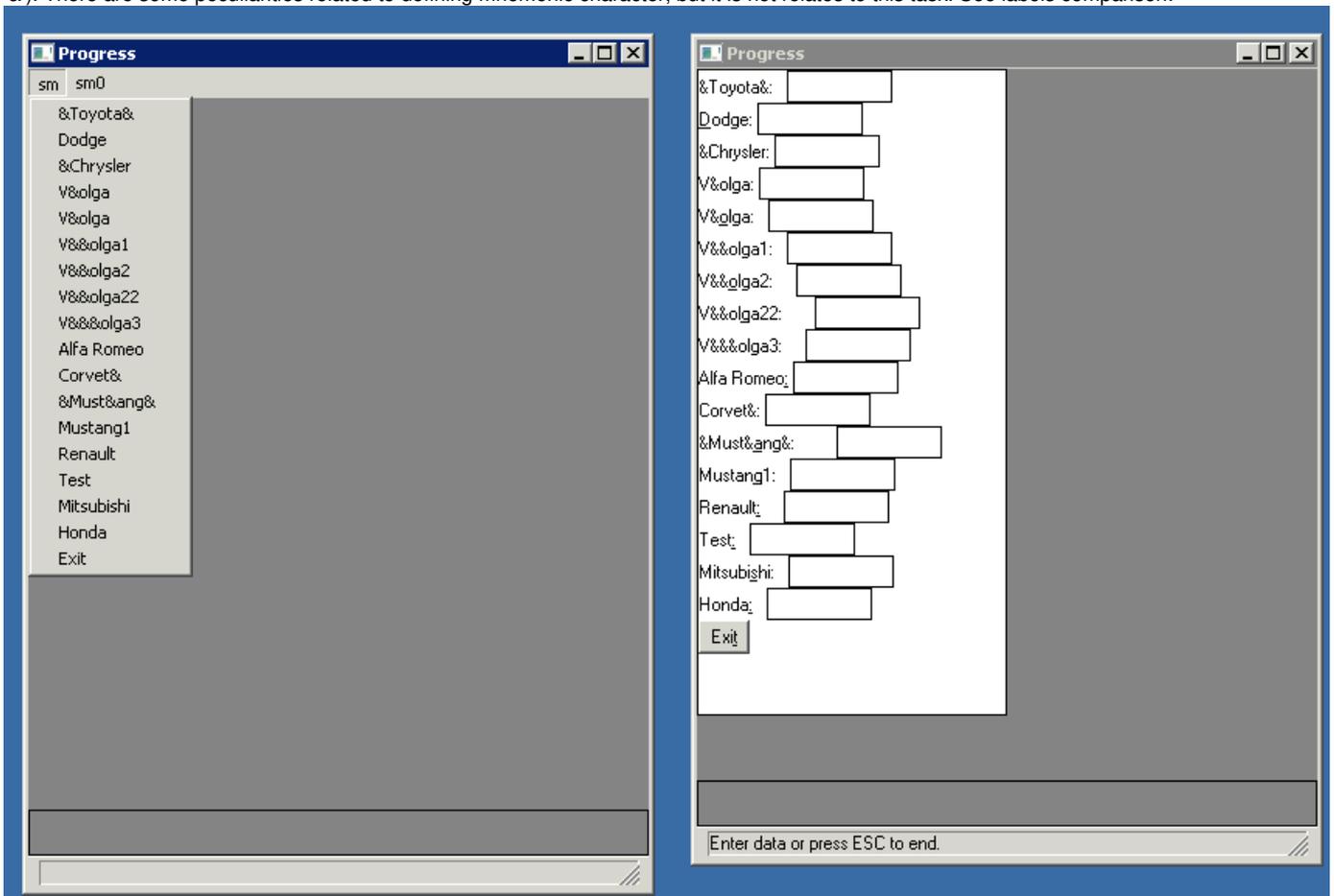
Should I change also frame\_generator.xml in a same way?

Does the side-labels in frame follow the same mnemonic rules as the menu texts? If so, then yes, it should be changed. Maybe make a common function which is called by both files.

#### #15 - 06/24/2016 08:36 AM - Vadim Gindin

- File frame\_vs\_menu\_lbl.png added

1. Side-labels follow the same label preparation rules. In other words prepared labels are the same (labels are prepared to remove extra symbols '&'). There are some peculiarities related to defining mnemonic character, but it is not relates to this task. See labels comparison:



2. About frpintf. I've converted the test where the frame and menu exist simultaneously and it works. ui\_strings.txt file contains frame labels first and menu labels after them, i.e. menu labels are processed after frame labels.

**#16 - 06/24/2016 08:51 AM - Constantin Asofiei**

Vadim Gindin wrote:

1. Side-labels follow the same label preparation rules. In other words prepared labels are the same (labels are prepared to remove extra symbols '&'). There are some peculiarities related to defining mnemonic character, but it is not relates to this task. See labels comparison:

OK, please proceed and fix the frame\_generator.xml in the same way. But also note that a text may exist in other areas (as in a combo box item), so leave the unprocessed text behind, too.

1. About frpintf. I've converted the test where the frame and menu exist simultaneously and it works. ui\_strings.txt file contains frame labels first and menu labels after them, i.e. menu labels are processed after frame labels.

OK.

**#17 - 06/24/2016 09:18 AM - Vadim Gindin**

Where should I place noted common function? May be to rules/include/common-progress.rules?

**#18 - 06/24/2016 09:19 AM - Constantin Asofiei**

Vadim Gindin wrote:

Where should I place noted common function? May be to rules/include/common-progress.rules?

Place it in convert/common-convert.xml.

**#19 - 06/24/2016 09:22 AM - Vadim Gindin**

This one rules/convert/common-convert.rules?

**#20 - 06/24/2016 09:22 AM - Constantin Asofiei**

Vadim Gindin wrote:

This one rules/convert/common-convert.rules?

Yes.

#### #21 - 06/24/2016 10:28 AM - Vadim Gindin

I've added `<include name="common-convert" />` in both files `menu_generator.xml` and `frame_generator.xml`. For menus it works but for frames it can't find the library:

```
Caused by: com.goldencode.p2j.cfg.ConfigurationException: Error loading configuration: convert/frame_generator; XML path: /cfg/include
```

```
    at com.goldencode.p2j.pattern.ConfigLoader.loadImpl(ConfigLoader.java:514)
    at com.goldencode.p2j.pattern.ConfigLoader.load(ConfigLoader.java:439)
    at com.goldencode.p2j.pattern.PatternEngine.initialize(PatternEngine.java:1093)
    at com.goldencode.p2j.pattern.PatternEngine.run(PatternEngine.java:955)
    ... 4 more
```

```
Caused by: com.goldencode.p2j.cfg.ConfigurationException: Error loading configuration: common-convert; XML path: ++ UNAVAILABLE ++
```

```
    at com.goldencode.p2j.pattern.ConfigLoader.loadImpl(ConfigLoader.java:514)
    at com.goldencode.p2j.pattern.ConfigLoader.include(ConfigLoader.java:934)
    at com.goldencode.p2j.pattern.ConfigLoader.processChildElements(ConfigLoader.java:601)
    at com.goldencode.p2j.pattern.ConfigLoader.loadImpl(ConfigLoader.java:484)
    ... 7 more
```

```
Caused by: com.goldencode.p2j.cfg.ConfigurationException: Error finding configuration file
    at com.goldencode.p2j.pattern.ConfigLoader.findConfigurationFile(ConfigLoader.java:392)
    at com.goldencode.p2j.pattern.ConfigLoader.loadImpl(ConfigLoader.java:473)
    ... 10 more
```

```
Caused by: java.io.FileNotFoundException: File 'common-convert.rules' not found in path: ./home/vig/projects/testcases/uast/pattern:/home/vig/projects/testcases/uast/p2j/rules/include:/home/vig/projects/testcases/uast/p2j/rules:
```

```
    at com.goldencode.p2j.util.Utils.findFileInPath(Utils.java:881)
    at com.goldencode.p2j.pattern.ConfigLoader.findConfigurationFile(ConfigLoader.java:388)
    ... 11 more
```

I thought that configuration of these 2 files are common.. could you help me?

**#22 - 06/24/2016 10:36 AM - Constantin Asofiei**

Use the folder name, too:

```
<include name="convert/common-convert" />
```

**#23 - 06/24/2016 10:38 AM - Vadim Gindin**

This also doesn't work

**#24 - 06/24/2016 10:44 AM - Constantin Asofiei**

Vadim Gindin wrote:

This also doesn't work

Are you sure you are using the right rules? I've just tested it and it worked.

**#25 - 06/24/2016 10:54 AM - Vadim Gindin**

Constantin Asofiei wrote:

Vadim Gindin wrote:

This also doesn't work

Are you sure you are using the right rules? I've just tested it and it worked.

First I've added `<include filename="common-convert" />` to `menu_generator.xml` and it worked. After that I've added `<include filename="convert/common-convert" />` to `frame_generator.xml` and it stopped working for `menu_generator..` But the `convert/common-convert` variant now works for both. Thanks

**#26 - 06/24/2016 10:58 AM - Vadim Gindin**

I've fixed all remarks. Please review. Current branch 2952a revision is 11056.

**#27 - 06/27/2016 02:26 AM - Vadim Gindin**

The work is done. Please review and approve regression testing. I've rebased the branch. Current revision is 11057.

**#28 - 06/27/2016 07:59 AM - Greg Shah**

Code Review Task Branch 2952a Revision 11057

Constantin will be doing a code review, since he wrote the ui\_strings logic originally.

In my review, the only concern I have is that the MnemonicInfo.init() is no longer a descriptive method name. When it was exclusively used for initialization of MnemonicInfo instances, the name init() was appropriate. Now it is also used for conversion processing as a helper method. Perhaps prepare() would be a better name?

**#29 - 06/27/2016 09:54 AM - Constantin Asofiei**

Vadim, the 2952a rev 11057 is OK; the only change in 2952a is what Greg mentioned: rename MnemonicInfo.init() to MnemonicInfo.prepare().

**#30 - 06/27/2016 02:15 PM - Vadim Gindin**

I've renamed init() to prepare(). Should I run also runtime-regression or only conversion-regression is sufficient?

**#31 - 06/27/2016 08:02 PM - Greg Shah**

Please check in your changes.

Should I run also runtime-regression or only conversion-regression is sufficient?

Conversion regression should be executed for MAJIC. The MAJIC runtime doesn't use menus, but it does use buttons which are dependent on your changes. To be safe, please execute runtime testing too.

I'd also like you to do manual testing of the GUI menu testcases.

**#32 - 06/29/2016 02:32 AM - Vadim Gindin**

Conversion and regression testing are PASSED. I'm checking GUI menu testcases.

**#33 - 06/29/2016 03:13 AM - Vadim Gindin**

I've checked GUI menu cases simple\_sm.p and popup\_ext.p. They are broken. The error happen also in trunk. The exception is the following:

```
at com.goldencode.p2j.main.ClientDriver.main(ClientDriver.java:265)
Caused by: java.lang.RuntimeException: No renderer is registered for id = -19
at com.goldencode.p2j.ui.client.gui.driver.GuiPrimitivesImpl.getWindowEmulator(GuiPrimitivesImpl.java:
208)
at com.goldencode.p2j.ui.client.gui.driver.swing.SwingGuiDriver.moveToTop(SwingGuiDriver.java:503)
at com.goldencode.p2j.ui.client.WindowManager.moveToTop(WindowManager.java:324)
at com.goldencode.p2j.ui.client.TopLevelWindow.processEvent(TopLevelWindow.java:760)
at com.goldencode.p2j.ui.client.gui.OverlayWindow.processEvent(OverlayWindow.java:613)
at com.goldencode.p2j.ui.chui.ThinClient.processProgressEvent(ThinClient.java:15899)
at com.goldencode.p2j.ui.chui.ThinClient.processEventsWorker(ThinClient.java:15374)
at com.goldencode.p2j.ui.chui.ThinClient.pop(ThinClient.java:14385)
```

```
at com.goldencode.p2j.ui.chui.ThinClient.eventBracket (ThinClient.java:14368)
at com.goldencode.p2j.ui.chui.ThinClient.eventDrawingBracket (ThinClient.java:14286)
at com.goldencode.p2j.ui.chui.ThinClient.applyWorker (ThinClient.java:14042)
at com.goldencode.p2j.ui.chui.ThinClient.waitForEvent (ThinClient.java:13369)
at com.goldencode.p2j.ui.chui.ThinClient.waitForWorker (ThinClient.java:11255)
at com.goldencode.p2j.ui.chui.ThinClient.waitForWorker (ThinClient.java:10834)
at com.goldencode.p2j.ui.chui.ThinClient.waitFor (ThinClient.java:10782)
at com.goldencode.p2j.ui.chui.ThinClient.waitFor (ThinClient.java:10736)
... 21 more
```

java.lang.RuntimeException: No renderer is registered for id = -19

```
at com.goldencode.p2j.ui.client.gui.driver.GuiPrimitivesImpl.getWindowEmulator (GuiPrimitivesImpl.java:
208)
at com.goldencode.p2j.ui.client.gui.driver.AbstractGuiDriver.enableEvents (AbstractGuiDriver.java:2368)
at com.goldencode.p2j.ui.client.WindowManager.disableOSEvents (WindowManager.java:1119)
at com.goldencode.p2j.ui.client.gui.driver.GuiOutputManager.disableOSEvents (GuiOutputManager.java:249)
at com.goldencode.p2j.ui.chui.ThinClient.getChanges (ThinClient.java:12531)
at com.goldencode.p2j.net.Protocol.attachChanges (Protocol.java:275)
at com.goldencode.p2j.net.Queue.enqueueOutbound (Queue.java:823)
```

This error happen right after I'm trying to navigate the menu, i.e. open some sub-menu in both tests.

It seems it is not related to my changes. Can I commit the changes?

#### #34 - 06/29/2016 04:02 AM - Constantin Asofiei

Vadim Gindin wrote:

It seems it is not related to my changes.

Is this related to what you found in [#2966](#)?

#### #35 - 06/29/2016 04:06 AM - Vadim Gindin

Constantin Asofiei wrote:

Vadim Gindin wrote:

It seems it is not related to my changes.

Is this related to what you found in [#2966](#)?

Yes, it is the same bug.

**#36 - 06/29/2016 07:00 AM - Greg Shah**

OK, please merge to trunk.

**#37 - 06/29/2016 07:02 AM - Greg Shah**

It seems it is not related to my changes.

Is this related to what you found in [#2966](#)?

Yes, it is the same bug.

I thought the problem added in trunk 11053 and found in [#2966](#) was a drawing issue (note 9). Your note 33 above describes a `java.lang.RuntimeException: No renderer is registered for id = -19`. Are these the same issue?

**#38 - 06/29/2016 07:07 AM - Vadim Gindin**

Greg Shah wrote:

It seems it is not related to my changes.

Is this related to what you found in [#2966](#)?

Yes, it is the same bug.

I thought the problem added in trunk 11053 and found in [#2966](#) was a drawing issue (note 9). Your note 33 above describes a `java.lang.RuntimeException: No renderer is registered for id = -19`. Are these the same issue?

I'm not sure about the reason but I think this the same bug. We can also see some blinking during sub-menu navigation in both cases.

**#39 - 06/29/2016 07:10 AM - Greg Shah**

I'm not sure about the reason but I think this the same bug. We can also see some blinking during sub-menu navigation in both cases.

OK, make sure it is fixed in [#2966](#). Go ahead with your merge to trunk.

**#40 - 06/29/2016 07:21 AM - Vadim Gindin**

Committed to trunk 11056.

**#41 - 06/29/2016 07:32 AM - Vadim Gindin**

The branch 2952a is archived.

**#42 - 06/29/2016 07:33 AM - Greg Shah**

- % Done changed from 0 to 100
- Status changed from New to Closed
- Assignee set to Vadim Gindin
- Target version set to Milestone 16
- Start date deleted (01/11/2016)

**#43 - 11/16/2016 12:22 PM - Greg Shah**

- Target version changed from Milestone 16 to Cleanup and Stabilization for GUI

**Files**

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frame_vs_menu_lbl.png	9.31 KB	06/24/2016	Vadim Gindin
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