Skin, icon, ...
Posted by Oldorf - 2006/11/09 14:09

Lock option
Menu option to toggle locking all windows (unlike the old, where you could lock each window seperately)

Multiple icons
MAke option to have an icon for each window, double clicking it would toggle the corresponding window's visibilty.

Tray Icon
Selectable icons for the tray Icon.

Tray Icon clicks
Make selectable action for what happends when you doubleclick the tray icon and also several types of click's:
DblLeft mouse + no key
DblLeft mouse + shift
DblLeft mouse + ctrl
DblRight mouse + no key
etc.
Mayby move this option to the HotKey area and make it possible to add remove actions !

Skin editing
I miss the old option to be able to edit the skin's color, bitmap, font ets. settings.

Skin
A possibility to have background on the calendar just like the ToDo and Event windows.

3D skin
Just a mayhem idea :D :
How about making it possible to use DirectX or OpenGL skins, so that everything can be scaled nicely etc.

Hope I ain't to insain with all theese ideas, but hey it's only suggestions ;)

Oldorf

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Re:Skin, icon, ...
Posted by he_the_great - 2006/11/09 17:42

Lock option. Found in Options..., General, Lock windows in place.

Skin editing. Still available, uses XML now. See Skinning Rainlendar 2.

3D skin. Ain't happening. For one thing the way skins are handled would cause actually creating a 3D skin hard, and I don't think wxWidgets (windowing environment) would lend any help either.

Then again, I can't really speak for Rainy.

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Re:Skin, icon, ...
Posted by Rainy - 2006/11/10 16:02

Modifiers for the tray actions could be useful. I'll think about that.

3D skins is an interesting idea. Although I'm not sure how the low-end graphics cards and integrated ones in laptops would handle multiple 3D windows. Anyway, it would require almost total rewrite so it's not a likely feature for the current version but perhaps in Rainlendar3... :-)

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Re:Skin, icon, ...

Posted by Oldorf - 2006/11/10 17:04

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he_the_great wrote:
Lock option. Found in Options..., General, Lock windows in place.
I know, just miss it a little in the tray menu's ;)

Skin editing. Still available, uses XML now. See Skinning Rainlendar 2.
Ok, but I just felt the cool way of editing things on the fly was more easy.
I haven't thought about how Rainlendar is put together, I'll leave that up to Rainy, just hope that my ideas are usefull and not to heavy on programming ;)

3D skin. Ain't happening. For one thing the way skins are handled would cause actually creating a 3D skin hard, and I don't think wxWidgets (windowing environment) would lend any help either.

Then again, I can't really speak for Rainy.
Well just a thought !

Rainy wrote:
Modifiers for the tray actions could be useful. I'll think about that.
Nice :)

3D skins is an interesting idea. Although I'm not sure how the low-end graphics cards and integrated ones in laptops would handle multiple 3D windows. Anyway, it would require almost total rewrite so it's not a likely feature for the current version but perhaps in Rainlendar3... :-)
He he, well I'm a programmer myself and yes 3D stuff aren't for kids :P, it was just a thought and mayby in the future it will be easier to implement :whistle:
About the slow graphic cards, actually I was hoping one could switch between 2D and 3D, but I guess that will cost a hell lot of job todo !
Anyway, don't take it too serious, ideas is like throwing a lot of balls in the air, but eventually you only end up with the balls you manage to catch :side:

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