

Application: gvSIG desktop - gvSIG feature requests #2715

Add progress bar for long running script

07/24/2014 06:14 AM - Antonio Falciano

| | | | |
|------------------------|---|--------------------------------|-----------|
| Status: | Invalid | % Done: | 0% |
| Priority: | Normal | Spent time: | 0.00 hour |
| Assignee: | | | |
| Category: | Scripting | | |
| Target version: | | | |
| gvSIG version: | 2.1.0 | Add-on resolve version: | |
| Keywords: | locale, progressbar, script | Add-on resolve build: | |
| Has patch: | | Proyecto: | |
| Add-on name: | Scripting framework (org.gvsig.scripting.appl | Platform: | |
| Add-on version: | | | |

Description

Some days ago, tired to play with preferences during some tests, I've written a simple Jython script in order to switch the gvSIG Locale (in attachment). Because it's a quite long running one, it seems it does nothing during its execution. So adding an indefinite progress bar for script could be a good idea in order to show that it's working.

History

#1 - 07/24/2014 06:17 AM - Antonio Falciano

I forgot to mention where, sorry... At least in the status bar (it should be very useful when the script is launched form the Scripting launcher), optionally in the Scripting composer.

#2 - 07/24/2014 09:29 AM - Joaquín del Cerro Murciano

Hola Antonio,

todos los scripts tienen asociada un "taskStatus" que es usado para mostrar información en la barra de progreso de la barra de estado de gvSIG. Es responsabilidad del que realiza el script activarlo o no.

Tu script podría quedar como:

```
#from gvsig import *
from commonsdialog import *
from org.gvsig.andami import PluginsLocator
from java.util import Locale

def main(*args):

    # Add the progress-bar to the status-bar of gvSIG
    taskStatus.add()
    try:
        localeManager = PluginsLocator.getLocaleManager()
        currentLocale = localeManager.getCurrentLocale()

        if currentLocale == Locale("it"):
            localeManager.setCurrentLocale(Locale("en"))
        else:
            localeManager.setCurrentLocale(Locale("it"))
```

```
currentLocale = localeManager.getCurrentLocale()
#print "currentLocale: " + str(currentLocale)
finally:
# Set to terminate flag of the task
taskStatus.terminate()
# Remove from the status-bar of gvSIG
taskStatus.remove()

msgbox("currentLocale: " + str(currentLocale), "Current locale", IDEA)
```

Esto hace que se muestre la barra de progreso "indefinida". Si tuviésemos control sobre las iteraciones del proceso podríamos usar:

```
taskStatus.setRangeOfValues(0,count);
```

Para indicarle el rango en el que nos moveremos y

```
taskStatus.setCurValue(counter)
```

Para ir actualizando el estado.

Tengo escrito un pequeñito artículo que está pendiente de publicar en el blog que lo usaba... voy a darle a publicar antes de que se me vuelva a olvidar y así tienes allí un ejemplo.

También hay un problema con la inicialización del motor de scripting. El primer script que se ejecuta lo inicializa y tarda un rato, que suele desesperar al usuario. Cuando tenga un rato, intentaré inicializarlo al cargarse la extensión de scripting.

Perdón por el castellano... si he de contestar en inglés acabo dejándolo para más tarde y a veces se me olvida.

saludos

Joaquín

#3 - 07/24/2014 10:08 AM - Antonio Falciano

- Status changed from New to Invalid

Hi Joaquín,

don't worry for your castellano, fortunately I understand it quite well. Many thanks for your kind suggestions, it works like a charm now! :)

In reference to the initial delay, loading the scripting engine during (or after) the post-initialization of extensions could be a solution.

I set the ticket status on Invalid, because it's a feature already available (even if not documented yet).

Cheers,

Antonio

Files

switchLocale.zip

680 Bytes

07/24/2014

Antonio Falciano