[21:47] == monkeybrain [9320773f@gateway/web/freenode/ip.147.32.119.63] has joined #mucommander
[21:48] <monkeybrain> m4xence: hi, there!
[21:55] <monkeybrain> It's me, Thomas! I would like to talk to you about my future participation in the project. But first, I would like to settle some things you asked me via email.
[21:55] <m4xence> hey Thomas
[21:55] <m4xence> I'll be there in a couple minutes
[21:55] <m4xence> (brb)
[21:55] <monkeybrain> ok, np!
[22:02] <m4xence> back
[22:02] <m4xence> ok that was 7 minutes :)
[22:02] <monkeybrain> great!
[22:02] <monkeybrain> :D
[22:02] <m4xence> nice to meet you!
[22:03] <monkeybrain> thx, and nice to meet you!
[22:03] <m4xence> how many monkey brains does it take to create a file manager? ;)
[22:03] <monkeybrain> that's a tricky one! ..
[22:03] <monkeybrain> :D
[22:04] <m4xence> :)
[22:04] <monkeybrain> You seem to be in a good mood :)
[22:04] <m4xence> hehe, always :)
[22:05] <m4xence> are you located in Prague?
[22:05] <m4xence> I used to go there a lot for work, a couple years back
[22:05] <monkeybrain> yes, I am
[22:05] <m4xence> my company had an office there
[22:05] <monkeybrain> may I ask you, where are you from?
[22:05] <m4xence> with a solid development team
[22:06] <m4xence> I'm from Paris, France
[22:06] <m4xence> same timezone :)
[22:06] <monkeybrain> This is/will be my very first experience on an open source project, so I would like to really thank you to let me join you.
[22:07] <m4xence> hey, you're very welcome, we're glad to have you on board
[22:07] <monkeybrain> My English might be a bit rusty, you know, there's been some time since I used it:-)
[22:08] <m4xence> your English looks just mighty fine
[22:08] == kueller [~kueller@AMontsouris-756-1-25-239.w92-128.abo.wanadoo.fr] has joined #mucommander
[22:08] <monkeybrain> well.. so for this matter, you asked me, how many hours I would devote to my work and I think I might get up to 10 hours a week (maybe more but that depends on the other subjects I have got)
[22:09] <m4xence> (Nicolas just joined, he's one of the core developers)
[22:09] == mode/#mucommander [+o kueller] by ChanServ
[22:09] <@kueller> I'm also an op on this chan, so be nice !
[22:09] <@kueller> hey monkeybrain
[22:09] <monkeybrain> HI, I promise!
[22:10] <monkeybrain> :D
[22:10] <m4xence> you can get some work done in 10 hours a week
[22:10] <@kueller> 10 hours a week, 8 weeks, yes ?
[22:10] <monkeybrain> that is correct
[22:11] <monkeybrain> if nothing changes, of course!
[22:11] <@kueller> in all honesty I think it's going to take you one week to get everything set up and to gain a good enough understanding of the code base to start actually hacking away
[22:11] <@kueller> so that gives us 70 hours
[22:11] <@kueller> sounds like plenty of time !
[22:11] <m4xence> we need to make sure we're not over ambitious in terms of what you'll be developing, but you should be able to do something sizable

[22:12] <@kueller> I'm not sure what was covered before I joined, did you already tell
m4xence what features you had in mind ?
[22:12] <m4xence> what type of feature would you like to be working on?
[22:12] <m4xence> hehe
[22:12] <monkeybrain> nope
[22:12] <@kueller> obviously not
[22:13] <monkeybrain> well, I would ask you first, what would you have in mind.
[22:13] <@kueller> well, we have about 2 billion todos to complete and twice as many bug
fixes :)
[22:13] <m4xence> just so you understand : Nicolas are long-time friends and both familiar
with most aspects of muCommander
[22:14] <m4xence> so if one of us dies, you can ask the other one ;)
[22:14] <m4xence> we never take the same plane, etc...
[22:14] <monkeybrain> :D, omg
[22:14] <m4xence> just kidding, but if you have a question and one of us is around, feel
free to ask
[22:14] <@kueller> we've also started a business together, and since it's finally picking
up, I think m4xence is actually planning on killing me to get my shares
[22:14] <m4xence> either of us
[22:15] <m4xence> hehe, but you're op and I'm not
[22:15] <@kueller> monkeybrain, you obviously have some ideas about what you want to do
[22:15] <@kueller> I've skimmed through your paper, and while there's no obvious need for a
LaTeX integration, maybe you had ideas for improving the table layout of muCommander ?
[22:16] <@kueller> I take it general code clean up and unit tests wouldn't satisfy the
requirements for your masters :)
[22:17] <monkeybrain> well, it would, but I would not be satisfied with that!
[22:17] <m4xence> ok now for a serious answer, there are a number of big features that have
been on our todo list for a while, including search, plugin framework, background file
operations
[22:17] <m4xence> but these are quite huge in terms of code and complexity
[22:18] <m4xence> you can always write a filesystem for a particular protocol
[22:18] <m4xence> or archive type
[22:18] <m4xence> but maybe that's too low-level
[22:18] <@kueller> or update some current archive formats to be read / write
[22:19] <m4xence> the file API is fairly tricky to be honest
[22:19] <monkeybrain> yeah.. I have looked at this one particularly
[22:20] <m4xence> what OS do you work on?
[22:21] <monkeybrain> I read some suggestions on improvemets and I really liked some, but
when you are talking about archive types, what kind of archive, particularly, have you on
your mind?
[22:21] <monkeybrain> I work on Win 7, but at school we have to work on Linux/Solaris:D
[22:21] <m4xence> which suggestions / improvements did you like?
[22:21] <m4xence> ok, good to know
[22:21] <m4xence> (I see universities haven't given up on Solaris yet:)
[22:23] <m4xence> are you familiar with unit testing?
[22:23] <monkeybrain> minor improvement to the quick search in files - I think it works now
just by shadowing non-matching files, but it would be great to actually hide them.
[22:23] <m4xence> (junit, testng or any unit testing framework)
[22:23] <monkeybrain> yeah... we worked with TestNG
[22:24] <m4xence> ok cool
[22:24] <@kueller> mmm... not sure about hiding non-matching files, it might feel a bit
weird...
[22:25] <@kueller> do you have example of software that does that ?
[22:25] <@kueller> (just so that I can get an idea of how it actually feels in action)
[22:26] <m4xence> kueller : Mail.app ?
[22:26] <m4xence> (when using in the upper-right search field)
[22:26] <m4xence> -in

[22:26] <monkeybrain> well, in so called total commander I've been using it all the time
[22:26] <@kueller> no, the search in Mail.app does that, no their equivalent to the quick search
[22:26] <@kueller> +t
[22:26] <monkeybrain> well if you just start typing... then non-mathing items are grayed
[22:27] <@kueller> yes, that's what muCommander does
[22:27] <@kueller> I'm just wondering whether removing files from the list wouldn't feel a bit odd
[22:27] <monkeybrain> in TC it works the same, but it has also the second option, that the files are hiden
[22:28] <monkeybrain> well I am using it all the time.. but I agree that it may feel a bit strange:D
[22:28] <@kueller> just to make sure I understand this properly: files are removed from the list, yes ?
[22:28] <monkeybrain> yes
[22:28] <@kueller> ok, I see.
[22:28] <monkeybrain> not grayed but hidden
[22:28] <@kueller> so in a way, it looks as if you're deleting files ?
[22:28] <monkeybrain> yes, they disapear
[22:29] <m4xence> (I'm being silent but I'm looking at the wiki and feature suggestions)
[22:30] <@kueller> can't say I would use such a feature, but if total commander are used to it and it's an option that's not enabled by default (to preserve the old behaviour for existing users), it might be a good idea
[22:30] <@kueller> +users somewhere in the middle
[22:30] <monkeybrain> no it's not default...
[22:31] <monkeybrain> the default is the same as in mucommander... but can be changed by clicking on a button next to the text field where you are typing the search pattern
[22:32] <@kueller> I get the idea
[22:32] <m4xence> just to understand : would a feature like this be enough for your degree in terms of scope?
[22:33] <monkeybrain> It does not have to be an only one
[22:34] <@kueller> I don't remember the file list part much, but it sounds like this feature could keep you busy a couple of weeks at least
[22:34] <@kueller> m4xence, I don't remember - do we have a most wanted features list somewhere ?
[22:34] <monkeybrain> well I have already checked that out... it would be pain from the beggining but it would be ok
[22:34] <@kueller> if not, I can always go through the ticket list and make a list
[22:35] <monkeybrain> I also thought about improving the path location bar.. at the head of the file list
[22:35] <m4xence> I was going to say, there are two ways you can do this: 1) work on a collection of small features / improvements 2) work on something larger from the get-go
[22:35] <m4xence> I'd say starting with something small and working your way through the code is probably easier
[22:35] <m4xence> yes, the location bar could definitely be improved
[22:36] <@kueller> monkeybrain, are you talking about the status bar or the location bar ?
[22:36] <@kueller> the location bar is the bit on top of the file list, the status bar at the bottom
[22:36] <@kueller> right, location, sorry
[22:36] <@kueller> read "at the end", not "at the head"
[22:36] <m4xence> kueller : http://trac.mucommander.com/wiki/DevDiscussion
[22:37] <@kueller> cool, cheers
[22:37] <@kueller> monkeybrain, what improvements did you have in mind ?
[22:38] <m4xence> monkeybrain : I see a number of ways the location bar could be improved
[22:38] <m4xence> if you focus on that component, you could improve it in a number of ways
[22:38] <monkeybrain> definitely
[22:39] <m4xence> just a few suggestions on the top of my head :

[22:39] <m4xence> - each path fragment (directory) in the path could be clickable to change the current directory
[22:39] <monkeybrain> yes.. that's exactly what I have in mind
[22:39] <m4xence> - the location bar could receive drag-n-dropped files/folder to change the current directory
[22:40] <monkeybrain> or.. it would be possible to show something like a "auto-completition" but with a list of subfolders when you point on some directory in the path.
[22:40] <@kueller> this one should be fairly easy, it already supports drag&drop from other software
[22:41] <@kueller> and that one is probably fairly achievable as well, since the location bar already supports auto-completion :)
[22:41] <monkeybrain> yes:D
[22:41] <m4xence> yes you could auto-complete path fragments
[22:41] <monkeybrain> there is lot of "supportive" code in this
[22:42] <@kueller> sounds like the location bar is a good place to start and get a feel for the code
[22:42] <monkeybrain> then I start on this one
[22:42] <@kueller> only downside is it's going to be near impossible to write unit tests
[22:43] <m4xence> another (complementary) approach would be to have a breadcrumb bar
[22:43] <m4xence> path > to > some > directory
[22:43] <m4xence> that could live at the bottom of the screen
[22:44] <m4xence> for instance
[22:44] <m4xence> there are some libraries out there that have a breadcrumb bar component
[22:44] <m4xence> that could start as a base
[22:45] <m4xence> but I'm just saying this because some people have expressed the need for a breadcrumb bar
[22:45] <monkeybrain> basically the location bar could be exchanged with a breadcrumb bar.. but allowing the user to "type in it"
[22:46] <m4xence> that could be another option
[22:46] <@kueller> that'd need to be one hell of a breadcrumb bar if you also want to add auto-completion of path parts
[22:47] <@kueller> although I guess you could do a quicksearch instead of an auto-completion
[22:47] <monkeybrain> like by default it would appear as a breadcrumb bar.. but by clicking on something like it's and it would be exchanged with a text field
[22:47] <m4xence> the breadcrumb bar would need to turn into a location field under certain action
[22:47] <m4xence> yeah that's exactly what I meant
[22:47] <monkeybrain> that's right
[22:47] <m4xence> that could work
[22:47] <m4xence> but it might be tricky
[22:48] <m4xence> but maybe less so than hacking a text field to work as a breadcrumb bar
[22:49] <m4xence> the breadcrumb component would need to be compact
[22:49] <monkeybrain> or just having two views - breadcrumb component / text field.. and same model... on a particular action these views would swap
[22:49] <@kueller> so, the Vista breadcrumb then
[22:49] <m4xence> since there is not always a lot of screen estate on a halfed screen
[22:51] <monkeybrain> they would be in a scroll view or pane.. the breadcrumb can have arrows on its sides for scrolling... but I have not much experience how does a breadcrumb behaves
[22:51] <m4xence> we could have a small button at the right-hand side of the breadcrumb bar that allows to turn it into a text field
[22:51] <m4xence> neither do I
[22:52] <m4xence> but I remember seeing a Java / Swing library that had a nice one, I'm trying to find it
[22:54] <monkeybrain> but I could definitely start with the text field.. and then incorporate it with a breadcrumb into one compact component..
[22:55] <m4xence> might be the Flamingo library

[22:55] <monkeybrain> there will be basically no coupling between these components.. I'll take a look
[22:55] <m4xence> yes
[22:56] <m4xence> worse case: if we find out that for some reason, swapping between the two components doesn't feel good, we can always put the breadcrumb bar somewhere else, in a dedicated location (e.g. at the bottom of the screen)
[22:57] <monkeybrain> yes
[22:58] <m4xence> (java.net is such a mess right now)
[22:58] <monkeybrain> m4xence: you where right it's in the flamingo library
[22:58] <monkeybrain> *were
[22:58] <m4xence> yes I think that's the one
[22:58] <m4xence> java.net is actually under maintenance
[23:01] <m4xence> anyway
[23:01] <m4xence> if you want to work on this, I think it's definitely a good idea
[23:02] <m4xence> what I'd suggest is that you first sketch the UI and describe how the new component would look / feel like
[23:03] <m4xence> so we can challenge it a bit
[23:03] <m4xence> before you dive into the code
[23:03] <monkeybrain> definitely.. that's a great idea
[23:04] <m4xence> Arik (also on the mailing list might) might have some ideas as well
[23:04] <m4xence> FYI, Arik is currently working on tabs
[23:05] <m4xence> I don't think the two features will interfere much
[23:05] <monkeybrain> alright so I'll prepare the design and make some suggestions on how it may look and work ASAP, so that I may start coding it::-)
[23:06] <m4xence> cool, sounds good :)
[23:06] <m4xence> also, let us know if you need anything from us for your university
[23:08] <m4xence> FYI, I'll be away from Friday night until Monday night, probably without any internet access (in Morocco)
[23:08] <m4xence> I'll do my best to be responsive before and after that
[23:09] <monkeybrain> our evaluations depends on whether we can get our changes into the project... so we must work hard to achieve that.. so believe me I will lay myself out on this :D
[23:10] <m4xence> ;)
[23:11] <m4xence> as long as we communicate and make sure we're comfortable with how the functionality works, there's no reason why it wouldn't be integrated
[23:12] <m4xence> that's why the design/spec part is important
[23:12] <m4xence> we need to make sure we challenge it and think it through
[23:13] <monkeybrain> I like that..
[23:13] <monkeybrain> and I'll do my best :)
[23:13] <m4xence> awesome :)
[23:14] <m4xence> you said you had a deadline on March 3rd
[23:14] <m4xence> do you need anything from us until then?
[23:15] <monkeybrain> well.. we have to present raughly on what we are going to work
[23:16] <m4xence> ok I see
[23:16] <monkeybrain> I need nothing just your time to help me when I am "lost" :D
[23:16] <m4xence> ok, we'll do our best to be there when you need us
[23:17] <monkeybrain> thank you
[23:17] <m4xence> just so you know, we're working very long hours on the business we started, so there may be times when we're in a rush for something
[23:17] <m4xence> and momentarily unavailable, but we'll make sure we're responsive enough
[23:18] <monkeybrain> absolutely understandable... I will not abuse you, I promise :-), and if you will have no time... then I'll wait
[23:19] <m4xence> cool, I think we're in the same mindset so it'll all be fine :)
[23:19] <monkeybrain> I was studying on 2 universities at the same time and I know what it is like to work very long hours :D:D
[23:20] <m4xence> ouch ;)
[23:20] <monkeybrain> I am glad now that I am actually on just one :-)

[23:21] <m4xence> yeah, that's what most mere mortals do :)
[23:22] <monkeybrain> well, I need to go for now, I'll be in touch
[23:22] <m4xence> yeah same here
[23:22] <m4xence> nice talking to you
[23:22] <monkeybrain> and thank you again, guys, both of you!
[23:23] <m4xence> you're welcome, thanks for joining the effort!
[23:23] <m4xence> talk to you soon!
[23:23] <monkeybrain> bye!