

# PHÁT TRIỂN PHẦN MỀM MÃ NGUỒN MỞ

NHÓM : iTeam – L1

+Lộc Gia Minh – 1112185  
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+ Nguyễn Ngọc Duy Linh – 1112163  
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+Nguyễn Vệ Bình – 1012027


BÀI TẬP : tìm 10 Issue lập trình viên gặp phải và thảo luận trên diễn đàn Eclipse.

Issue 1 :

Link forum thảo luận : <http://www.eclipse.org/forums/index.php/t/628814/>

Approach to Debugging old Java web applet [message #1221499]

Tue, 17 December 2013 15:54

 **Jonathan James**  
Junior Member  
Messages: 7  
Registered: December 2013

I'm tasked with re-creating a tutorial:  
(<http://www.olympusmicro.com/primer/java/lasers/electroncycle/index.html>)

I must create a javascript version that runs with the aid of HTML and CSS.

I need to debug some old Java files and understand how variables are manipulated.

The main file I'm converting to javascript is **electrons.java**, and it uses the content of **Electron.java**, **Wave.java**, and others.


I downloaded Eclipse 32bit for Windows 7, because though I'm running a 64 bit OS, the 64bit Eclipse version didn't run on my system.

My question: I would like to compile this java web applet using Eclipse, and more so study how certain variables are changing in the electrons.java, Electron.java, and Wave.java files.

The zip with all files is attached to this post.

I am nearly finished with the conversion, but they're slight differences in my version that I can't understand without debugging the original java src files.

Thanks for any direction you're able to give. I work at the biggest Magnet lab in the world and we have over 300 of these tutorials to convert from java to javascript, so your guidance is greatly appreciated.

 **Attachment: electroncycleSRC.zip**  
(Size: 30.47KB, Downloaded 15 times)

[Updated on: Tue, 17 December 2013 16:48]

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Comment tham gia khắc phục vấn đề :

I just figured out how to create my project and import a .zip file, I tried running(compiling) with (green arrow) but I have errors:

```
Warning: Can't read AppletViewer properties file: C:\Users\intern\hotjava\properties Using defaults.
load: class .class not found.
java.lang.ClassNotFoundException: .class
at sun.applet.AppletClassLoader.findClass(Unknown Source)
at java.lang.ClassLoader.loadClass(Unknown Source)
at sun.applet.AppletClassLoader.loadClass(Unknown Source)
at java.lang.ClassLoader.loadClass(Unknown Source)
at sun.applet.AppletClassLoader.loadCode(Unknown Source)
at sun.applet.AppletPanel.createApplet(Unknown Source)
at sun.applet.AppletPanel.runLoader(Unknown Source)
at sun.applet.AppletPanel.run(Unknown Source)
at java.lang.Thread.run(Unknown Source)
```


[Updated on: Tue, 17 December 2013 16:00]

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 **Jonathan James** Junior Member  
Messages: 7  
Registered: December 2013

when I tried creating my Java Project with "Use project folder as root for sources and class files" I had a (red x) appear on my electrons.java file, I then imported the zip archive into a new Java Project with the other option "Create separate.." clicked, and no (red x)'s on my files now.. however when I compile(run) with (green arrow) I get exact same errors

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 **Jonathan James** Junior Member  
Messages: 7  
Registered: December 2013

According to the first response here:  
(h..p):<http://stackoverflow.com/questions/122160/is-there-an-easy-way-to-attach-source-in-eclipse>

I can go in and edit the "Java Build Path" etc., At this point I'm not sure how to edit this path to fix my current errors.

Also looking at this Class: (h..p):<http://docs.oracle.com/javase/7/docs/api/java/lang/ClassNotFoundException.html>

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 **Jonathan James** Junior Member  
Messages: 7  
Registered: December 2013

Also, I have a Window opening when I compile(run) and click (green arrow), the window is titled, "Applet Viewer: .class" and at the bottom of the window it says "Start: applet not initialized"

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**Re: Approach to Debugging old Java web applet [message #1221518 is a reply to message #1221514]** Tue, 17 December 2013 16:55

 **Jonathan James** Junior Member  
Messages: 7  
Registered: December 2013


I'm using Eclipse IDE for Java Developers

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Issue 2 :

Forum thảo luận : <http://www.eclipse.org/forums/index.php/t/628216/>

**Re: Approach to Debugging old Java web applet [message #1221657 is a reply to message #1221518]** Wed, 18 December 2013 02:10

 **Russell Bateman** Senior Member  
Messages: 3052  
Registered: July 2009  
Location: Provo, Utah, USA


On 12/17/2013 02:55 PM, Jonathan James wrote:  
> I'm using Eclipse IDE for Java Developers

I wish you good luck here. The majority of Java developers do not remember the era of applets. Some may not even know what they were. I was a C/assembly programmer in that day and have never written one.

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Comment tham gia khắc phục vấn đề :

**More than one Eclipse Installation in ubuntu 13.10 [message #1220221]** Tue, 10 December 2013 08:14

 **wafaa Akwaa** Junior Member  
Messages: 13  
Registered: December 2013


Hi all  
Till now , it has not been clarified if one can have more than two eclipse projects on the same ubuntu machine.

In windows clicking on Eclipse executing file will run individually(in different workspace) and simultaneously(in the same time) different versions.


How can I proceed this in ubuntu.  
I have kepler and I want to apply some changes to Indiao project is it possible?

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Re: More than one Eclipse Installation in ubuntu 13.10 [message #1220235 is a reply to message #1220221] Tue, 10 December 2013 09:22

 **David Wegener** Senior Member  
Messages: 1299  
Registered: July 2009

Ubuntu works no differently then Windows. You can install each Eclipse version in a different location and then run them as you wish. Note that install here means download the zip file from the eclipse.org web site and unzip it to the location you want. Don't try to do this using the Ubuntu package management system. [Report message to a moderator](#)


 **wafaa Akwaa** Junior Member  
Messages: 13  
Registered: December 2013

David Wegener wrote on Tue, 10 December 2013 09:22

Ubuntu works no differently then Windows. You can install each Eclipse version in a different location and then run them as you wish. Note that install here means download the zip file from the eclipse.org web site and unzip it to the location you want. Don't try to do this using the Ubuntu package management system.

Whenever I write cd path/to/eclipse/Installation then write "eclipse &" it always run the Kepler installation. I have another Indigo extracted to /opt/EclipseIndigo but never started by its own.


Before that I have followed some steps to create launch icon for Eclipse Kepler and created a .desktop file could that make it the default eclipse path?

 **wafaa Akwaa** Junior Member  
Messages: 13  
Registered: December 2013

I mean what is the problem by having the eclipse command refers to a single executable path and how to check that is not true

Please I am stuck here [Report message to a moderator](#)

Re: More than one Eclipse Installation in ubuntu 13.10 [message #1220331 is a reply to message #1220317]

 **Russell Bateman** Senior Member  
Messages: 3052  
Registered: July 2009  
Location: Provo, Utah, USA

On 12/10/2013 10:40 PM, wafaa Akwaa wrote:

- > I mean what is the problem by having the eclipse command refers to a
- > single executable path and how to check that is not true
- >
- > Please I am stuck here

I keep at least two and sometimes more panel icons (launchers) on Ubuntu (and back in my SuSE days) for Eclipse, sometimes the same version, more often for different versions. Right now, on my latest Linux Mint (Cinnamon) top panel (à la Gnome), I have Kepler and Indigo.

/home/russ/dev/kepler/eclipse  
/home/russ/dev/indigo/eclipse  
etc.

Editing these launchers, however, I have different command paths as noted above. When the paths are the same, I specify different workspaces (because you can't launch Eclipse twice on the same workspace).

But, I could launch them from the command line. It's just that, obviously, when you type

\$ eclipse &

assuming it's on PATH, you're going to get exactly one and always the same instance of Eclipse launched, right? This has nothing to do with Eclipse and everything to do with just how stuff works, even under Windows.

**✓ wafaa Akwaa** Junior Member  
Messages: 13  
Registered: December 2013

thank you Russell Bateman

You are right. I tried some thing else which was not clear, I replace the eclipse command with ./eclipse which instantiate an eclipse executable file of a desired path.

Another not less important question is that I want o practice PTP for parallel application but after installing necessary plugins and feature I cant find the "Parallel run time perspective" which I found on tutorials I follow.  
I cant find any other alternate "PTP perspective"

How could I get it

Thanks again

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---

**✓ wafaa Akwaa** Junior Member  
Messages: 13  
Registered: December 2013

None really answered my question on that thread?  
How to pass this problem?

[Report message to a moderator](#)

---

**✓ Russell Bateman** Senior Member  
Messages: 3052  
Registered: July 2009  
Location: Provo, Utah, USA

On 12/18/2013 03:43 PM, wafaa Akwaa wrote:  
> None really answered my question on that thread?  
> How to pass this problem?

Yes, we answered it. It just didn't click for you. I suggest you do another post and ask in greater detail what it is that doesn't work for you.

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Issue 3 :

Forum thảo luận : <http://www.eclipse.org/forums/index.php/t/644007/>

**installation can't find JRE [message #1239625]** Tue, 04 February 2014 11:16

**✓ Ryan Sheeler** Junior Member  
Messages: 3  
Registered: February 2014

Hey all,

I'm new to the installation here but when I launch Eclipse.exe for the first time it says it can't find my JRE installation - although I have double-checked that I do in fact have Oracle JRE 7.51 newly installed.

Is this just an issue with the Path, and how do I remedy that?

-Ryan

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Comment tham gia khắc phục vấn đề :

**Re: installation can't find JRE [message #1239820 is a reply to message #1239625]** Wed, 05 February 2014 00:50

**✓ Russell Bateman** Senior Member  
Messages: 3052  
Registered: July 2009  
Location: Provo, Utah, USA

On 02/04/2014 10:00 AM, Ryan Sheeler wrote:  
> Hey all,  
>  
> I'm new to the installation here but when I launch Eclipse.exe for the  
> first time it says it can't find my JRE installation - although I have  
> double-checked that I do in fact have Oracle JRE 7.51 newly installed.  
> Is this just an issue with the Path, and how do I remedy that?  
>  
> -Ryan

<http://wiki.eclipse.org/Eclipse.ini>

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---

**Re: installation can't find JRE [message #1241973 is a reply to message #1239820]** Sat, 08 February 2014 16:14

**✓ Ryan Sheeler** Junior Member  
Messages: 3  
Registered: February 2014

Russell,

Thanks I added the correct path and now eclipse.exe will run but it returns an error code 107374150 as per the attached image that I saved here

**Attachment: Eclipse error code.jpg**  
(Size: 142.82KB, Downloaded 37 times)

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---

**Re: installation can't find JRE [message #1241992 is a reply to message #1241973]** Sat, 08 February 2014 16:50

**✓ David Wegener** Senior Member  
Messages: 1299  
Registered: July 2009

On 2/8/2014 3:14 PM, Ryan Sheeler wrote:  
> Russell,  
>  
> Thanks I added the correct path and now eclipse.exe will run but it returns an error code 107374150 as per the attached image that I saved here  
>  
You appear to be trying to run a 64 bit Eclipse on a 32 bit JVM. You need to switch one of them. Both Eclipse and the JVM need to be the same bit size.

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Re: installation can't find JRE [message #1242017 is a reply to message #1241992] Sat, 08 February 2014 17:53

**Evan Wheeler**  
Junior Member  
Messages: 2  
Registered: February 2014

wow, can't believe I missed that. ☺ I will uninstall and find the 64 bit version and get back to you.

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## 1. ISSUE : **Ctrl+Shift+I** shortcut to inspect: is it gone?

Lỗi khi debug không tìm thấy phím tắt Ctrl + Shift + I

forum thảo luận : <http://www.eclipse.org/forums/index.php/t/382945/>

**Ctrl+Shift+I shortcut to inspect: is it gone?** [message #921442] Mon, 24 September 2012 01:49

**Mauro Molinari**  
Senior Member  
Messages: 277  
Registered: July 2009

Hello all,  
I'm using Juno now, but while I'm debugging I can't see the Ctrl+Shift+I shortcut bound to "Inspect" command. Is it normal? Was it removed?

It's very annoying! I couldn't find any reference on Bugzilla for this...

Thanks in advance,  
Mauro.

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Comment tham gia khắc phục vấn đề :

Re: Ctrl+Shift+I shortcut to inspect: is it gone? [message #922229 is a reply to message #921442] Mon, 24 September 2012 17:20

**Stephan Herrmann**  
Senior Member  
Messages: 927  
Registered: July 2009

I haven't seen this particular instance and for me this shortcut works fine in Juno.  
However, you might want to check your error log if there's any handler conflict or anything related to key bindings.  
You're definitely not the first person to see problems with shortcuts in Juno ...

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I have researched the error message for a while and I have found fixes but none of them have seemed to work.

Things I have tried so far:

- Restarted eclipse and PC
- Added the -clean command to the very beginning of the eclipse.ini file
- Created a brand new work space and attempted to develop in that

I'm running on the latest version of Java (1.7.0\_01) and haven't got a clue what to do next.

The problem has happened 4 or 5 times in a number of different occasions:

- When I have tried to add a new package to the src folder
- When I have tried to add a class to a package in the src folder
- When I have tried to edit a class in a package in the src folder
- When using Ctrl+Space in a class in the src folder

Any advice/tps would be greatly appreciated! Need to get this problem sorted so I can get developing for my 3rd Year University Project ☺

Attachment: [ErrorMessage.zip](#)  
(Size: 309.55KB, Downloaded 68 times)

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Re: Ctrl+Shift+I shortcut to inspect: is it gone? [message #922560 is a reply to message #922229] Tue, 25 September 2012 01:47

**Mauro Molinari**  
Senior Member  
Messages: 277  
Registered: July 2009

Il 24/09/2012 23:20, Stephan Herrmann ha scritto:  
> I haven't seen this particular instance and for me this shortcut works  
> fine in Juno.  
> However, you might want to check your error log if there's any handler  
> conflict or anything related to key bindings.  
> You're definitely not the first person to see problems with shortcuts in  
> Juno ...  
>

You anticipated me, in fact I see this in my log:

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Re: Ctrl+Shift+I shortcut to inspect: is it gone? [message #922561 is a reply to message #922229] Tue, 25 September 2012 01:49

**Mauro Molinari**  
Senior Member  
Messages: 277  
Registered: July 2009

Il 24/09/2012 23:20, Stephan Herrmann ha scritto:  
> I haven't seen this particular instance and for me this shortcut works  
> fine in Juno.  
> However, you might want to check your error log if there's any handler  
> conflict or anything related to key bindings.  
> You're definitely not the first person to see problems with shortcuts in  
> Juno ...  
>

You anticipated me, in fact I see this in my log:

```

---
eclipse.buildId=I20120608-1400
java.version=1.7.0
java.vendor=Oracle Corporation
BootLoader constants: OS=win32, ARCH=x86_64, WS=win32, NL=it_IT
Command-line arguments: -os win32 -ws win32 -arch x86_64 -debug -consoleLog

Warning
Mon Sep 24 11:33:05 CEST 2012
A conflict occurred for CTRL+SHIFT+I:
Binding(CTRL+SHIFT+I,
ParameterizedCommand(Command(org.eclipse.jdt.debug.ui.commands.Inspect,Inspect,
Inspect result of evaluating selected text,
Category(org.eclipse.debug.ui.category.run,Run/Debug,Run/Debug command
category,true),
,true),null),
org.eclipse.ui.defaultAcceleratorConfiguration,
org.eclipse.ui.contexts.dialogAndWindow,,,system)
Binding(CTRL+SHIFT+I,
ParameterizedCommand(Command(org.eclipse.php.debug.ui.commands.Inspect,Inspect,
Inspect result of evaluating selected text,
Category(org.eclipse.debug.ui.category.run,Run/Debug,Run/Debug command
category,true),
,true),null),
org.eclipse.ui.defaultAcceleratorConfiguration,
org.eclipse.ui.contexts.dialogAndWindow,,,system)
---

```

What I can't understand is what this shortcut is conflicting with... It seems like it's conflicting with itself?

Mauro.

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Re: Ctrl+Shift+I shortcut to inspect: is it gone? [message #922562 is a reply to message #922229] Tue, 25 September 2012 01:56

**Mauro Molinari**  
Senior Member  
Messages: 277  
Registered: July 2009

Il 24/09/2012 23:20, Stephan Herrmann ha scritto:  
> However, you might want to check your error log if there's any handler  
> conflict or anything related to key bindings.

I opened [https://bugs.eclipse.org/bugs/show\\_bug.cgi?id=390291](https://bugs.eclipse.org/bugs/show_bug.cgi?id=390291)  
Thanks for you help!  
Mauro.

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## 1. ISSUE 5 :Programmatically build eclipse plugin

Nhờ hướng dẫn cách lập trình export một eclipse plugin project thành file JAR.

Forum thảo luận : <http://www.eclipse.org/forums/index.php/t/452767/>

Programmatically build eclipse plugin [message #1007894]

Thu, 07 February 2013 20:13

 **Phillip Drew**

Member

Messages: 68

Registered: October 2012

Basically I'm looking to be able to programmatically export an Eclipse plugin project as a JAR file (ideally with exactly the same result as using the Export wizard through the UI).

The exported JAR needs to have the compiled .class files and ideally should follow the manifest (and build.properties) file in the project.

I've tried using the org.eclipse.jdt.ui.jarpackager package but it's either not what I'm looking for or I can't figure out how to use it. I always end up with a JAR file that has clearly not followed the build.properties file, has overwritten the manifest file to just have the manifest version, and doesn't include the compiled .class files.

Given I can't seem to find any useful examples/tutorials of using the JDT classes to export a plugin it seems likely it's not the tool I need, in which case please point me in the right direction!

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
 [profile](#)

 [reply](#)  [quote](#)

Comment tham gia khắc phục vấn đề :

Re: Programmatically build eclipse plugin [message #1007970 is a reply to message #1007894]

Fri, 08 February 2013 02:26

 **Thomas Schindl**

Senior Member

Messages: 5020

Registered: July 2009


The programmatic export is done by PDE through PDE-Build, so you should browse the PDE source code to find out what they are calling.



Tom

Am 08.02.13 02:13, schrieb Phillip Drew:

- > Basically I'm looking to be able to programmatically export an Eclipse plugin project as a JAR file (ideally with exactly the same result as using the Export wizard through the UI).
- >
- > The exported JAR needs to have the compiled .class files and ideally should follow the manifest (and build.properties) file in the project.
- >
- > I've tried using the org.eclipse.jdt.ui.jarpackager package but it's either not what I'm looking for or I can't figure out how to use it. I always end up with a JAR file that has clearly not followed the build.properties file, has overwritten the manifest file to just have the manifest version, and doesn't include the compiled .class files.
- >
- > Given I can't seem to find any useful examples/tutorials of using the JDT classes to export a plugin it seems likely it's not the tool I need, in which case please point me in the right direction!


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Re: Programmatically build eclipse plugin [message #1008037 is a reply to message #1007894]

Fri, 08 February 2013 10:43

 **Stephan Herrmann**

Senior Member


Messages: 927



Registered: July 2009

Hint #1: exporting a plug-in is implemented in PDE, not JDT.

Hint #2: Plug-in spy (Alt-Shift-F1) tells you for each view / dialog who provides it and even which class etc.

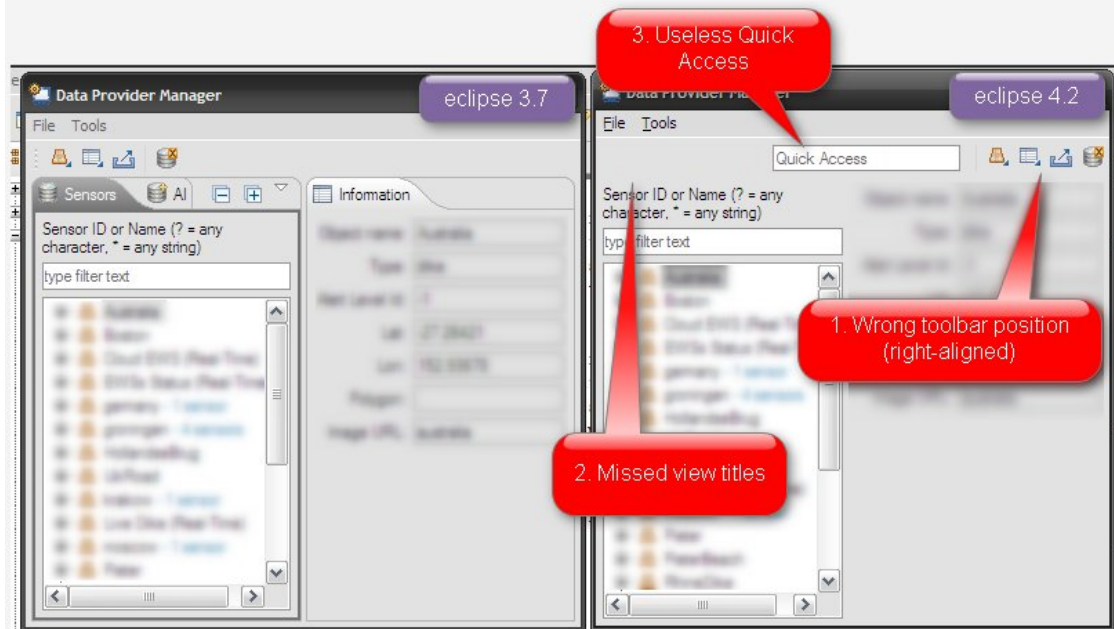
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Issue 6 :

I just installed 4.2 and found 3 issues (see attached pic) with my simple RCP application:



1. toolbar is right aligned
2. viewpart titles are missed
3. new 'quick access' field which is useless for me

On #3 seems like it is hard-coded somewhere and can't be removed, correct?

Any ideas about #1 & #2?

Comment tham gia khắc phục vấn đề :





[govind Mising name](#)

Messages: 92

Registered: July 2009

Hello All,

1. toolbar is right aligned facing the same issue.

This occurs when we try to add tool bar actions using plugin.xml

```
<extension
point="org.eclipse.ui.menus">
<menuContribution
allPopups="false"
locationURI="toolbar:org.eclipse.ui.main.toolbar?after=additions">
<command
commandId="SampleMail.category"
icon="icons/sample2.gif"
label="Test"
style="push">
</command>
</menuContribution>
</extension>
```

But doesn't occur when add in ..ActionBar advisor.

```
protected void fillCoolBar(ICoolBarManager coolBar) {
IToolBarManager toolbar = new ToolBarManager(SWT.FLAT | SWT.LEFT);
coolBar.add(new ToolBarContributionItem(toolbar, "main"));
toolbar.add(openViewAction);
toolbar.add(messagePopupAction);
}
```

Just WorkAround.


Just override ActionBaradvisor


```
protected void fillCoolBar(ICoolBarManager coolBar) {
IToolBarManager toolbar = new ToolBarManager(SWT.FLAT | SWT.LEFT);
coolBar.add(new ToolBarContributionItem(toolbar, "main")); <-- is id the
}
```

Then add the actions

```
<extension
point="org.eclipse.ui.menus">
<menuContribution
allPopups="false"
locationURI="toolbar:main?after=additions"> <!-- main id-->
<command
commandId="SampleMail.category"
icon="icons/sample2.gif"
label="Test"
style="push">
</command>
</menuContribution>
</extension>
```

This fixes the issues..


**Re: RCP issues (view titles, toolbar, quick access)**
[\[message #1273065 is a reply to message #1251420\]](#)


**Sergey Kuznetsov**
Junior Member

**Messages:** 29  
**Registered:** July 2009

Since solution is not available (even in latest Luna developer release) I wrote small code to patch workbench.xml during RCP product start to get toolbar icons

```

final String workBenchXML = "org.eclipse.e4.workbench" + //$NON-NLS-1$
File.separator + "workbench.xml"; //$NON-NLS-1$
private void patchWorkbenchXML() {
    try {
        final IPath thisBundleStatePath = Platform.getStateLocation(Platform.getBundle(PPLUGIN_ID));
        final String thisBundleStateFilePath = thisBundleStatePath.toFile().getCanonicalPath();
        final File workbenchXMLFile = new File(thisBundleStateFilePath.replace(PPLUGIN_ID, workBenchXML));

        final Document workbenchXMLDoc = new SAXReader().read(workbenchXMLFile);
        if (workbenchXMLDoc != null) {
            final Element trimBarsEl = (Element)workbenchXMLDoc.getRootElement().selectSingleNode("children/trimBars"); //$NON-NLS-1$
            if (trimBarsEl != null) {
                @SuppressWarnings("rawtypes")
                final List childrenList = trimBarsEl.selectNodes("children"); //$NON-NLS-1$
                for (Object childObj : childrenList) {
                    trimBarsEl.remove((Element)childObj);
                    logger.info(((Element)childObj).asXML() + " has been removed."); //$NON-NLS-1$
                }
            }
        }

        final OutputStream outStream = new FileOutputStream(workbenchXMLFile);
        final Writer outWriter = new OutputStreamWriter(outStream, "ASCII"); //$NON-NLS-1$
        outWriter.write(toASCII(workbenchXMLDoc.asXML()));
        outWriter.close();
        outStream.close();
    } catch (Exception e) {
        logger.severe(e.toString());
        logStackTrace(e);
    }
}

private String toASCII (String unicodeString) {
    final StringBuffer asciiStringBuffer = new StringBuffer();
    final char[] charArray = unicodeString.toCharArray();


    for (char c : charArray) {
        if ((int) c > 255)
            asciiStringBuffer.append("&#x" + //$NON-NLS-1$
                Integer.toHexString((int)c) + ";"); //$NON-NLS-1$
        else
            asciiStringBuffer.append(c);
    }


    return asciiStringBuffer.toString();
}

```

Issue 7 :

Forum thảo luận :


**workbench.xml not updated?**
[\[message #1268490\]](#)


**Sebastien Pennec**
Junior Member

**Messages:** 18  
**Registered:** April 2013  
**Location:** Switzerland

Hello,

I have an E4 app that updates itself at startup, based on an update site.


Today I corrected a bug related to key bindings, and pushed a new version. The app correctly updated itself at launch but the bug was still there.

I finally found out that by deleting the file located at ".metadata/plugins/org.eclipse.e4.workbench/workspace.xml" and restarting, the bug disappeared.

What are the rules that trigger the creation of a new workspace.xml file? Is it something that I can force at startup time?

Thanks for your help,

Sébastien


[profile](#)

Comment tham gia khắc phục vấn đề :

Re: workbench.xml not updated? [message #1268944 is a reply to message #1268912]

sumit singh

Senior Member

Messages: 121

Registered: October 2012

Location: Bangalore

Open you product and you can add this option under Launching Argument. See the below image.

fragment.e4xmiApplication.e4xmifragment.e4xmiLive Application Model

workbench.xml

Launching

Execution Environment

Specify the execution environment of the product. The respective default JRE will be bundled with the product.

linux macosx solaris win32

Execution Environment:

Environments...

Bundle JRE for this environment with the product.

Program Launcher

Customize the executable that is used to launch the product.

Launcher Name:

Customizing the launcher icon varies per platform.

linux macosx solaris win32

Specify 7 separate BMP images:

16x16 (8-bit):

Browse...

16x16 (32-bit):

/icons/16.bmp

Browse...

32x32 (8-bit):

Browse...

32x32 (32-bit):

/icons/32.bmp

Browse...

48x48 (8-bit):

Browse...

48x48 (32-bit):

/icons/48.bmp

Browse...

256x256 (32-bit):

Browse...

Launching Arguments

Specify the program and VM arguments to launch the product with. Platform-specific arguments should be entered on their respective tabs.

All Platforms linux macosx solaris win32


Program Arguments:


-clearPersistedState

VM Arguments:

-XX:MaxPermSize=256m

Overview Dependencies Configuration Launching Splash Branding Licensing

 **Re: workbench.xmi not updated?** [[message #1268969](#) is a reply to [message #1268944](#)]

 **Thomas Schindl** Senior Member  
Messages: 5020  
Registered: July 2009


I think he generally wants persist the state and not clear it always, so what he needs is a way to clear it only when the application is updated.


I don't think there's a general solution in place for e4 and one has to develop ones own. A custom solution I could think of is to use the lifecycle PostContextCreate and proactively remove the workbench.xmi when an update is detected on the first start after the update.


I think that we (=e4) should provide a general solution to this problem so I'd like you to file a bug and ask for a solution provide by the framework!

Tom


On 11.03.14 08:05, sumit singh wrote:  
> Open you product and you can add this option under Launching Argument. See the below image.  
>


 [profile](#)


 **Re: workbench.xmi not updated?** [[message #1269045](#) is a reply to [message #1268969](#)]

 **Sebastien Pennec** Junior Member  
Messages: 18  
Registered: April 2013  
Location: Switzerland

Thanks Thomas, I'll do that right away. Where should I open it? Platform/Runtime? Or E4/Runtime?

 [profile](#)

 **Re: workbench.xmi not updated?** [[message #1269058](#) is a reply to [message #1269045](#)]

 **Thomas Schindl** Senior Member  
Messages: 5020  
Registered: July 2009

I think Platform/UI is the right component

Tom

On 11.03.14 11:05, Sebastien Pennec wrote:  
> Thanks Thomas, I'll do that right away. Where should I open it?  
> Platform/Runtime? Or E4/Runtime?

Issue 8 :

Forum thảo luận :

**How do i define and use my own renderer?** [message #502716]
 Wed, 09 December 2009 09:28

**Jens Keller**
Member
 Messages: 50  
 Registered: December 2009  
 Location: Leipzig, Germany

Hello,

i'm trying to define my own renderer for the individual elements of the workbench model.

I looked into the `org.eclipse.e4.ui.workbench.renderers.swt` package and played a bit with the existing renderers. Like changing the `CTabFolder` created in the `StackRenderer` or including the ribbon toolbar (from Hexapixel) in the `WBWRenderer` and that worked fine. So i thought to change the renderer i can implement my own by extending the `SWTPartRenderer` and define this one as default.

But how to i define that my own renderer should be used for a specific workbench model element. I saw that a model element has a `Factory- & Widget-feature` but i don't know how to use it. The same with the `org.eclipse.e4.workbench.rendererfactory` extension point.

Is this the right way at all or is there a better solution?

Thanks in advance for your help.

Jens Keller

Report message to a moderator

Comment tham gia khắc phục vấn đề :

**Re: How do i define and use my own renderer?** [message #503172 is a reply to message #502716]

**Jens Keller**
Member
 Messages: 50  
 Registered: December 2009  
 Location: Leipzig, Germany

I found a way. I'm sure that in future versions of e4 it will be a bit easier to do this but this feature looks very promising. So first you need the following:

- Eclipse 3.6M3
- e4M2 as target platform

from the cvs (both 20091126-1500):

- `org.eclipse.e4.ui.workbench.renderers.swt`
- `org.eclipse.e4.ui.workbench.swt`

Add both plugins to your runtime config.

- `org.eclipse.e4.ui.workbench.swt.factories.IRendererFactory`
- `org.eclipse.e4.ui.workbench.renderers.swt.SWTPartRenderer`
- `org.eclipse.e4.ui.workbench.swt.internal.PartRenderingEngine`

First you need a renderer. You can define one for every element type in the workbench model. For this you extend the `SWTPartRenderer`. You can use a default renderer in `org.eclipse.e4.ui.workbench.renderers.swt` as a blueprint (maybe just change the `CTabFolder` in the `StackRenderer`). To define which renderer should be used you must implement a `IRendererFactory`. Again you can use the default one in `org.eclipse.e4.workbench.ui.renderers.swt` as blueprint. To define which `IRendererFactory` Eclipse should use you must implement the `org.eclipse.e4.workbench.rendererfactory` extension point. This ext. point is not fully implemented yet so you don't get a context menu to help you. After you added the ext. point got to the xml-view and complete the definition as following (which i only guessed at the moment):

```
<extension
id="sample.rendererfactory"
point="org.eclipse.e4.workbench.rendererfactory">
<rendererfactory
id="sample.rendererfactory"
name="SampleRendererFactory"
class="de.sample.renderer.SampleWorkbenchRendererFactory">
</rendererfactory>
</extension>
```

The last step is to make sure Eclipse uses your `IRendererFactory`. Go to `org.eclipse.e4.ui.workbench.swt.internal.PartRenderingEngine` (in the cvs plugin) and comment the code in line 186 & 187 (at the moment this code makes sure that no other renderer is used than the default one):

```
if (!curFactoryId.equals(id))
continue;
```

Now you should be able to explore the future possibilities of implementing your own renderers and new ways of designing the UI. For a starting point you can include the swt ribbon toolbar which you can find at <http://hexapixel.com/projects/ribbon>.



Re: How do i define and use my own renderer? [message #505894 is a reply to message #503172]

 Yves YANG

Senior Member

Messages: 687

Registered: July 2009

I have created a bug and make some modification to change the default value of curFactoryId for subclasses:

[https://bugs.eclipse.org/bugs/show\\_bug.cgi?id=298848](https://bugs.eclipse.org/bugs/show_bug.cgi?id=298848)

Best regards

Yves YANG

"Jens Keller" <[mai00bfi@googlemail.com](mailto:mai00bfi@googlemail.com)> wrote in message

news:hft3f9\$k0h\$1@build.eclipse.org...

>I found a way. I'm sure that in future versions of e4 it will be a bit  
>easier to do this but this feature looks very promising. So first you need  
>the following:

>

> - Eclipse 3.6M3

> - e4M2 as target platform

>

> from the cvs (both 20091126-1500):

> - org.eclipse.e4.ui.workbench.renderers.swt

> - org.eclipse.e4.ui.workbench.swt

>

> Add both plugins to your runtime config.

>

> - org.eclipse.e4.ui.workbench.swt.factoryes.IRendererFactory

> - org.eclipse.e4.ui.workbench.renderers.swt.SWTPartRenderer

> - org.eclipse.e4.ui.workbench.swt.internal.PartRenderingEngine

>

> First you need a renderer. You can define one for every element type in the

> workbench model. For this you extend the SWTPartRenderer. You can use a

> default renderer in org.eclipse.e4.ui.workbench.renderers.swt as a

> blueprint (maybe just change the CTabFolder in the StackRenderer). To  
> define which renderer should be used you must implement a  
> IRendererFactory. Again you can use the default one in  
> org.eclipse.e4.workbench.ui.renderers.swt as blueprint. To define which  
> IRendererFactory Eclipse should use you must implement the  
> org.eclipse.e4.workbench.rendererfactory extension point. This ext. point  
> is not fully implemented yet so you don't get a context menu to help you.  
> After you added the ext.point got to the xml-view and complete the  
> definition as following (which i only guessed ad the moment):

>

> <extension

> id="sample.rendererfactory"

> point="org.eclipse.e4.workbench.rendererfactory">

> <rendererfactory

> id="sample.rendererfactory"

> name="SampleRendererFactory"

> class="de.sample.renderer.SampleWorkbenchRendererFactory">

> </rendererfactory>

> </extension>

>

> The last step is to make sure Eclipse uses your IRendererFactory. Go to

> org.eclipse.e4.ui.workbench.swt.internal.PartRenderingEngine (in the cvs

> plugin) and comment the code in line 186 & 187 (at the moment this code

> makes sure that no other renderer is used than the default one):

>

> if (!curFactoryId.equals(id))

> continue;

>

> Now you should be able to explore the future possibilities of implementing

> your own renderers and new ways of designing the UI. For a starting point

> you can include the swt ribbon toolbar which you can find at

> <http://hexapixel.com/projects/ribbon>

## Issue 9 : Platform.UI

Đề xuất chỉ hiện thanh cuộn ngang trên trình soạn thảo code khi cần thiết.

Tình trạng: đã được giao , xảy ra ở phiên bản eclipse 4.4

Forum thảo luận : [https://bugs.eclipse.org/bugs/show\\_bug.cgi?id=424501](https://bugs.eclipse.org/bugs/show_bug.cgi?id=424501)

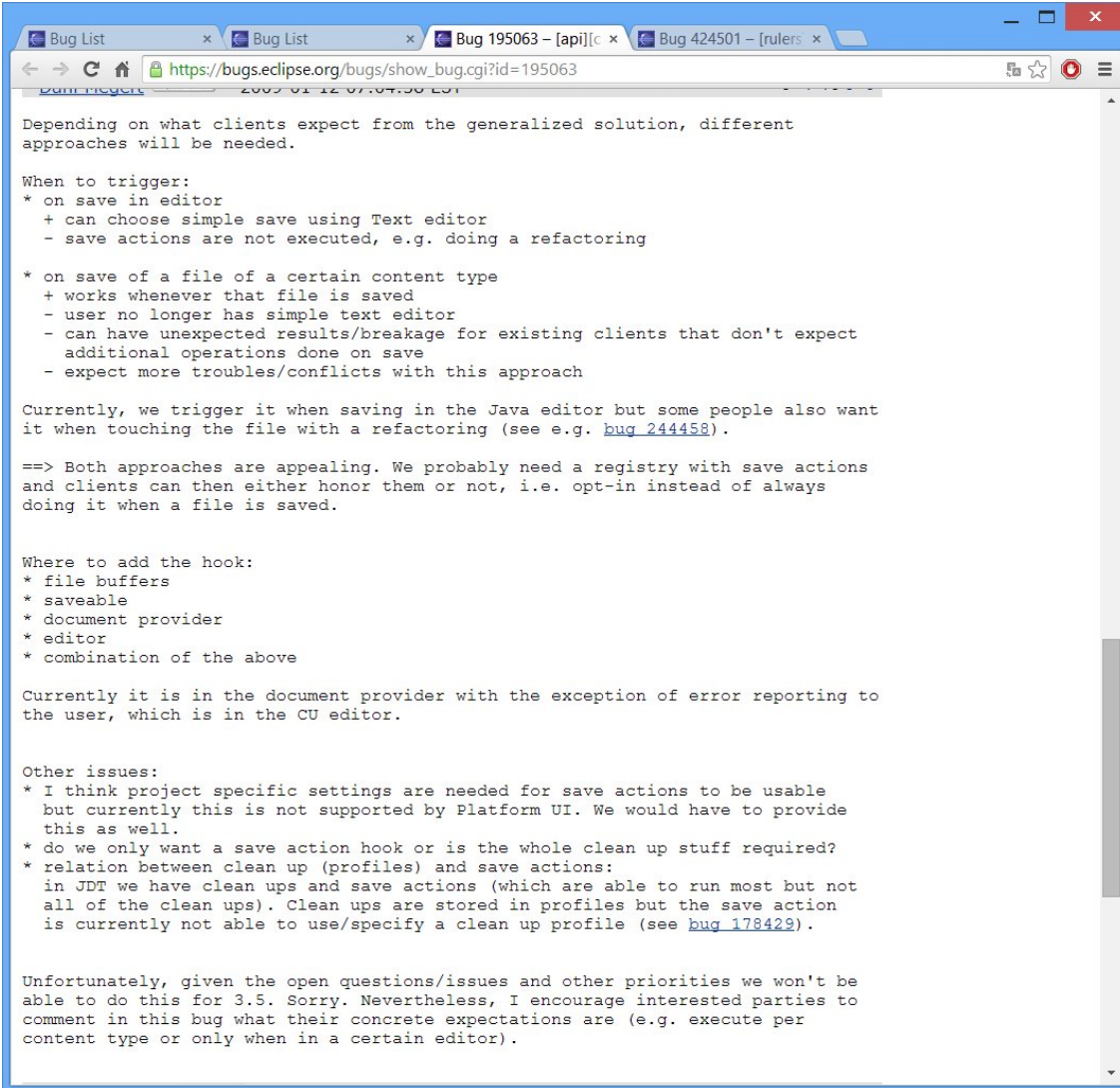
The screenshot shows a web browser window displaying the Eclipse bug report page for issue 424501. The browser's address bar shows the URL [https://bugs.eclipse.org/bugs/show\\_bug.cgi?id=424501](https://bugs.eclipse.org/bugs/show_bug.cgi?id=424501). The page title is "Bug 424501 - [rulers]". The status of the bug is "ASSIGNED".

The bug report is titled "Description" and is authored by Robin Stocker. It was created on 2013-12-19 at 17:03:04 EST. The description states that Eclipse text editors always show horizontal and vertical scroll bars, which may not be necessary. It mentions that since bug-27996 in SWT is fixed since 3.8, `setAlwaysShowScrollBars(false)` could be used to make `StyledText` only show the scroll bars if they are actually necessary. This would give the user a bit more precious vertical or horizontal space in some situations and reduces visual clutter.

There are five comments on the bug report:

- Comment 1:** Authored by Robin Stocker on 2013-12-19 at 17:06:23 EST. It mentions that a patch for `setAlwaysShowScrollBars(false)` in `AbstractTextEditor` has been created and attached. The patch is a proposal for changing this in `AbstractTextEditor`. (I would have pushed this to Gerrit, but `eclipse.platform.text` does not seem to be there yet.)
- Comment 2:** Authored by Lars Vogel on 2014-01-02 at 08:58:56 EST. It asks if the patch can be converted to a Gerrit review.
- Comment 3:** Authored by Robin Stocker on 2014-01-02 at 17:50:13 EST. It replies to Lars Vogel, stating that the patch is not listed in the provided URL: <https://git.eclipse.org/r/#/admin/projects/?filter=platform>.
- Comment 4:** Authored by Lars Vogel on 2014-01-02 at 17:55:11 EST. It says, "Sorry, Thanh must be in vacation. Bug-421971."
- Comment 5:** Authored by Dani Megert on 2014-01-03 at 04:43:31 EST.

Comment tham gia khắc phục vấn đề :



The screenshot shows a web browser window with multiple tabs. The active tab is titled "Bug 195063 - [api]". The address bar shows the URL "https://bugs.eclipse.org/bugs/show\_bug.cgi?id=195063". The page content is a text-based bug report. It starts with a paragraph about client expectations, followed by a section "When to trigger:" with two bullet points. Then, it discusses current triggering behavior and a proposed registry. Next, it lists "Where to add the hook:" with four bullet points. This is followed by a paragraph about the current location of the hook. Then, it lists "Other issues:" with three bullet points. Finally, it concludes with a paragraph about future priorities and encourages comments.

Dependent on what clients expect from the generalized solution, different approaches will be needed.

When to trigger:

- \* on save in editor
  - + can choose simple save using Text editor
  - save actions are not executed, e.g. doing a refactoring
- \* on save of a file of a certain content type
  - + works whenever that file is saved
  - user no longer has simple text editor
  - can have unexpected results/breakage for existing clients that don't expect additional operations done on save
  - expect more troubles/conflicts with this approach

Currently, we trigger it when saving in the Java editor but some people also want it when touching the file with a refactoring (see e.g. [bug 244458](#)).

==> Both approaches are appealing. We probably need a registry with save actions and clients can then either honor them or not, i.e. opt-in instead of always doing it when a file is saved.

Where to add the hook:

- \* file buffers
- \* saveable
- \* document provider
- \* editor
- \* combination of the above

Currently it is in the document provider with the exception of error reporting to the user, which is in the CU editor.

Other issues:

- \* I think project specific settings are needed for save actions to be usable but currently this is not supported by Platform UI. We would have to provide this as well.
- \* do we only want a save action hook or is the whole clean up stuff required?
- \* relation between clean up (profiles) and save actions:
  - in JDT we have clean ups and save actions (which are able to run most but not all of the clean ups). Clean ups are stored in profiles but the save action is currently not able to use/specify a clean up profile (see [bug 178429](#)).

Unfortunately, given the open questions/issues and other priorities we won't be able to do this for 3.5. Sorry. Nevertheless, I encourage interested parties to comment in this bug what their concrete expectations are (e.g. execute per content type or only when in a certain editor).

Bug ListBug 424501 - [rulers]

https://bugs.eclipse.org/bugs/show\_bug.cgi?id=424501

Sorry, Thanh must be in vacation. ~~Bug-424974~~.

Dani MegertCLA2014-01-03 04:43:31 ESTComment 5[reply] [-]

Comment on [attachment 238506 \[details\]](#)  
patch for `setAlwaysShowScrollBars(false)` in `AbstractTextEditor`  
  
This just hides the scroll bar(s) but with that the overview ruler annotations are off, the overview ruler summary indicator is at the wrong location (bottom instead of top) and the editor also looks a bit ugly.  
  
Also, such a change can't be made in the ATE since clients rely on the rulers always being there and can then be broken (see first paragraph).

Dani MegertCLA2014-01-03 04:51:30 ESTComment 6[reply] [-]

Created [attachment 238653 \[details\]](#)  
Picture showing the issues

James LangCLA2014-01-03 11:14:35 ESTComment 7[reply] [-]

So the patch is just hiding the horizontal scrollbar, not getting rid of the space as well?  
  
I've seen mention of omitting `SWT.H_SCROLL` as a means to completely disabling the horizontal scrollbar (and hopefully reclaiming the space it takes up), but that's a bit extreme, only people like me would want that AND the overview ruler banished for good; that's the kind of "whitespace" I'd like to see removed ;-)

Thanh HaCLA2014-01-03 11:48:34 ESTComment 8[reply] [-]

(In reply to Robin Stocker from [comment #3](#))  
> (In reply to Lars Vogel from [comment #2](#))  
> > I think Dani enabled `eclipse.platform.text` for Gerrit. Can you convert you  
> > patch to a Gerrit review?  
>  
> It's not listed here:  
> <https://git.eclipse.org/r/#/admin/projects/?filter=platform>  
  
Sorry, I've enabled Gerrit for `eclipse.platform.text` this morning via ~~bug-424974~~.  
You should be able to see it now.

CLA2014-01-03 11:48:34 ESTComment 9[reply] [-]



## Issue 10 : Platform.Text

Forum thảo luận : [https://bugs.eclipse.org/bugs/show\\_bug.cgi?id=195063](https://bugs.eclipse.org/bugs/show_bug.cgi?id=195063)

Thêm tùy chọn clean up khi lưu.

Tình trạng: được giao, phiên bản 3.3



Bug ListBug ListBug 195063 - [api]Bug 424501 - [rulers]

https://bugs.eclipse.org/bugs/show\_bug.cgi?id=195063

Status:ASSIGNEDSave Changes

KarthikCLA2007-07-01 16:43:33 EDTDescription[reply] [-]

The save actions options (in the java plug-in) is great! However, it would be fantastic if a generic set of save options could be applied to all files. Tasks such as removing trailing whitespace etc. are more or less common for all types.

Thanks!

Nitin DahyabhaiCLA2007-07-10 14:57:24 EDTComment 1[reply] [-]

It would need to be pluggable--WTP has "Clean Up" functionality as well.

Dani MegertCLA2007-07-11 03:59:20 EDTComment 2[reply] [-]

Yes, of course. However, we probably won't have time to work on this for now.

Valentin BaciCLA2008-01-09 14:52:06 ESTComment 3[reply] [-]

This enhancement - making the clean-up profiles API/UI and save participant mechanism extensible and part of the platform - has a strong vote and support from the WTP XML Web Services team too. We can work closely with our WTP SSE friends and be early adopters.

Shouldn't anyone from the JDT team be ccd as well?

Dani MegertCLA2008-01-10 03:16:54 ESTComment 4[reply] [-]

>Shouldn't anyone from the JDT team be ccd as well?  
The Text team covers/watches Platform Text and JDT Text.

Dani MegertCLA2008-12-08 09:24:15 ESTComment 5[reply] [-]

Sorry, we have to shift this to M5.

Dani MegertCLA2009-01-12 07:04:38 ESTComment 6[reply] [-]

Depending on what clients expect from the generalized solution, different approaches will be needed.

When to trigger:  
\* on save in editor