

- % Done changed from 10 to 90

The function is called **PrintCoCoA5Banner**.

I'm checking it all in.

If by default it is printed badly in teh GUI we can decide what to do about it.

In fact it is called in two different places for the text or GUI versions (a bit non-symmetric for my taste, really), so it will be easy to fix it if we don't like it.

#5 - 26 Jun 2012 08:14 - Anna Maria Bigatti

I placed the definition of the banner in the files **Banner.[CH]**.

I do not like adding a separate file for such a small thing, but the function needs to be accessible from **C5.C** and **Main.C**, and they have no common "include".

Maybe there are other similar (small?) things in common between **C5.C** and **Main.C** which can be moved into an external file. In that case the **Banner** file might change name in future.

#6 - 26 Jun 2012 12:56 - Anna Maria Bigatti

John Abbott wrote:

Will we use the banner in the GUI?

I think it is nice to have something looking like "I'm ready now" after the long list of loaded packages.

It might be tricky to make it look good if/when the user changes font.

Indeed... I was fairly sure that the default font was fixed-width (and had no pity for those who change it), but it isn't. So I replaced it with a much simpler one.

It would be nice to insert a picture, but I have no idea if that's even possible.

#7 - 04 Jul 2012 10:03 - Anna Maria Bigatti

- Status changed from Feedback to Closed

- % Done changed from 90 to 100