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Thread: [Graphical Scripting Language](#)

sanderele1 - November 18, 2014, 12:16 pm

So I'm working on this graphical scripting language thing, and well knowing how shit of a designer I am, I'd like some opinions on how it looks. Also if you would go over the code, and hopefully not have your mind explode over how shit it's written. And give me some constructive criticism, I'd greatly appreciate it.

[img]http://download1501.mediafire.com/n8z5pgnhnl2g/6u6b86v05mfe8yv/snet_graphicallang_demo.gif[/img]

The system consists of items you can drag around the window, which can be wired together. You have two major types of cables (The white and blue thing between the items). A variable cable (or connector / whatever floats your boat), a string cable in this example. And a function cable.

When I press the run button, it will call a function inside the item called "Main", which will follow whatever the output of the "Main" item is connected to, think of it as a entry point.

This proceeds to call the "Show MessageBox" item, which grabs whatever the string constant has stored in it, via the white / string cable.

(I'm a shit writer, and I'm aware of said issue .D)

[<Downloadlink to project>](#) (It's a source, so no virus scan)

Well hopefully you understood something of what I wrote, and can help me get a different perspective on my project's desing and code.

Thank you :D

zeroexp - November 18, 2014, 12:42 pm

Well, I can say that it is pretty nice xD , maybe you'll add more into it ^_^

sanderele1 - November 18, 2014, 12:47 pm

Yeah, I'll add more nodes as time passes by. Also I'll fix some of the graphical bugs, like the bezier curve not quite ligning up with your mouse.

Also the system I'll use to allow the user to manually add nodes and stuff is still in the works. I also need to add a delete feature for the connectors / cables.

But thanks for your comment anyways .D

Onlykl - November 18, 2014, 1:03 pm

Its pretty neat. Amazing idea and shits.. what not.. I like it really much... maybe some of GDI smartasses check it out and help out for better graphic interface in near future! :) I'm looking forward into this project! Keep it up!

Cornflower Blue ???-?— - November 18, 2014, 1:13 pm

I started on making something like this but for games, then I got too busy with College stuff and gave up.

SubGenius - November 18, 2014, 9:39 pm

This is nice, I will have a look into it.

sanderele1 - November 19, 2014, 10:37 pm

Thanks for all the comments, I've gotten a few features in mind to add.

Being able to delete / unconnect the cables, a right click menu where the user can add nodes (Instead of creating them on form start), and finally being able to delete the nodes themselves.

Anything more I should think about?

Anyways, thanks for your time.