

07/30/09 - GSoC, week 10: now we can open files...

Open dialog v.1

Yes, as you can see, now the open dialog is working!

It took more time than expected, especially because of a couple of different approaches tried along the way (and some signal loops between models), but now a first basic version is there: as you can see, on the right there is a standard KDirModel, which is using [Adam](#)'s code, the other GSoCer of Nepomuk, on kio-slaves, and it shows files; on the left, there is the filter view.

The filter view is still a work in progress, but it is quite similar to the faceted browsing systems you can see in many Web sites: there are properties and their current value, taken from the files shown on the right side, and the user can check them and restrict those files (and consequently the filters themselves become less in number). Of course, their visualization is very very *_very_* basic for now, but it will become better, don't worry about it!

There have been also a couple of changes in the save dialog, especially in how the user can enter personalized informations, I don't have a screenshot right here but a screencast will come, I promise, as soon as some things will be refined.

Now, about the roadmap: only three weeks of official GSoC are left (17th is the last day "on the job"), so for that date I need to do a couple of important refinements in the base code, and some good work will go in the UI part, filters as one of the priorities; anyway the base dialog system is there, and that's the first important thing. So, stay tuned!

P.S.: some people asked about how to try the code: in short, you need to compile the virtualfolders branch and the nepomuk playground, but some things need to be installed to be used, so I will publish some detailed guide, at least as I compile and use it; I also thought about creating some debs and putting them on [my account on Launchpad](#), if I can I will do it and tell you about it: they will be Ubuntu debs, because I use that distribution