Subject: State of "button"
Posted by cbpporter on Wed, 02 Apr 2008 15:32:10 GMT
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OK, I've done it again! I had to write custom code to be able to do some very basic and common things with a button.

I'm a little unhappy with the state of button classes in U++. Button is by far the most advanced of them, but it does not feature a "down" state. A lot of my buttons need a down state. You can use ButtonOption, but that class is semi useless. Or you can use ToolButton, but that need a lot of visual tweaks to get it to behave nicely. Worst of all, if you change class, you have to modify a lot of code, since interfaces are different(one has Label, other has SetLabel).

So I propose a number of changes:
1. Uniform interface. Pretty self-explanatory.
2. Get rid of ButtonOption and add down state to Button (add typedef Button ButtonOption) or make ButtonOption inherit Button, add a label property, StyleDefault, etc.
3. Either add a StyleFlat to Button, or tweak ToolButton so that it can be used as a generic button.
4. Make styles compatible between button classes.

These are just some suggestions and the list is open, but before stable 2008 I think that it would be great if buttons wouldn't cause such headaches. I implemented partially on a by need bases a lot of these ideas, and would be relatively easy to gather them and implement this, but I need to know what you think.