Subject: Re: Code generator in Designer
Posted by forlano on Sun, 02 Apr 2006 17:09:27 GMT
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forlano wrote on Sun, 02 April 2006 11:18Hello,

I started to work with the Designer. Perhaps I'm using it not in the best way. In fact I do not include the .lay file but copy and past its code (that can be shown with CTRL+T) in the code. Nevertheless I found this method powerful because I can retouch in a finer way the geometry, appearence and control of each widget. For example, the following two lines:

A) from designer after CTRL+T
...
ITEM(LabelBox, dv___0, SetLabel(t_("Edit Player")).LeftPosZ(16, 644).TopPosZ(16, 80))
ITEM(Label, dv___1, SetLabel(t_("Name")).SetAlign(ALIGN_CENTER).LeftPosZ(28, 132).TopPosZ(32, 19))
...

become:

B) C++ code of case A
lbox.SetLabel(t_("Edit Player")).LeftPosZ(16, 644).TopPosZ(16, 80);
Add(lbox);

label[0].SetLabel(t_("Name")).SetAlign(ALIGN_CENTER).LeftPosZ(28, 132).TopPosZ(32, 19);
Add(label[0]);

That are very similar to the original. Moreover the lines in (A) include even the declaration of the widget used, so are complete.
I believed that the code generator could produce something like the case (B) instead give some skeleton that seems not very useful.
So my desire is to have a code generator that produce code as that of case (B).

Luigi

Well,
I want to retire, delete, cancel, the code generator desire.
Thanks to Fudadmin I've seen how to include the .lay in the code. So that feature is quite useless.

Luigi