Subject: Re: Threading example for U++
Posted by mirek on Sat, 30 Jun 2007 18:17:57 GMT
View Forum Message <> Reply to Message

Quote:
Quote:
You might also try to make the program structure a little bit less complex, I have noticed the troubles you have with routing mouse messages.

I don't have troubles, i jut follow familiar for me .NET rules of connecting events, and similar to Qt. Control got events which can be connected, thats all.
I didn't use such techniques of letting sub control owning entire window. It don't looks good for me.

That is just mind barrier, believe me. The key to understand is that class containment does not have to be related to the GUI containment.

Quote:
Control owns window, window contains control which contains this window. Circular dependency ?
What in case when window got multiple controls and we want to connect many events ?

I think "got" is a wrong word here.... Sure, nothing prevents you to follow GUI in class composition, but in U++ it is not requirement.

Before going deep into philosophic details, "inverse layout" in your example would very likely produce much less complex code - which is the thing I am usually pursuing...