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Subject: Re: A (maybe) dummy idea about widgets and control manager

Posted by [unodgs](#) on Sat, 15 Sep 2007 13:41:57 GMT

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mdelfede wrote on Sat, 15 September 2007 03:36The most obvious : the control can paint by itself when put on the designer. No need to add external code to show it. And it's wysiwyg.

Yes, this is a huge advantage. I vote for it;

Quote:

3- Having the true control on the designer (and not a graphical copy of it), with some RTTI you can set ALL the properties inside designer, with about no extra code.

It's better to avoid all that magic. Usc file should only contain code defining which properties are editable at design time and it should describe a way to build widget c++ code.

Quote:

There is also a drawback in this approach : a buggy control can hang the ide completely, if no care is taken.

Fortunately we are not Borland and usually we fix bugs immediately (I used Builder C++ 5/6 for few years...)