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

Posted by [mdelfede](#) on Sat, 15 Sep 2007 18:39:18 GMT

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luzr wrote on Sat, 15 September 2007 16:55

We have followed this approach in the past.

The disadvantage is that it is not actually easy to get the widget to layout designer. You can easily add every CtrlLib widget, but for custom developed widgets things are more complicated, you would have to invent some .dll plugin system (not even sure how it should look like).

Yes, of course. Borland used delphi packages for it, they're a sort of a dll with headers containing type info and other things. Their packages consist of 2 parts, design time part and run time part. The former has typeinfo and all needed to be dynamic linked inside IDE, the latter is a simple dll that gives component code.

I think that that system brought the most of Delphy success.

You compile the widget alone, import into the ide and than use it as a built in one. Quite easy job in windows, I dunno in Linux, I'm starting coding on Linux.

OTOH having Ide source, rebuilding it incorporating new controls should be even more simple. I'd prefer the plugin way, ever.

To make a component plugin I think you have to make heavy use of RTTI, or you have to clobber component definitions with functions used to emulate RTTI, which is not so clean code.

Quote:

BTW, why do you think that usc script language tries to be similar to C++?

(The idea is to reuse as much of existing C++ code of Paint routine as possible straight to .usc).

Yes, but you've got to maintain twice the same thing. So boring job that most controls still don't have their .usc