Subject: Re: A (maybe) dummy idea about widgets and control manager
Posted by mdelfede on Sat, 15 Sep 2007 18:48:19 GMT
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Quote:
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.

Can be done too, OTOH it requires a separate file with property definitions. It would be better to find a way to fit this code inside class definition. Borland did it with __published declaration section, that had the sole purpose of naming the exported properties.
Maybe something like that can be done with pure C++... I don't know yet.

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

Me too, and I made quite many programs on it. I find it one of the best IDEs ever made. The only great mistake they did (not their fault, ever) was to make it not binary compatible with M$ compilers. The main fault is the lack of binary standardisation in c++, in particular regarding code mangling and templates.
I made some extensions of Autocad (which is done using M$ C) in the past, and dealing with binary incompatibility was a nightmare.
BC++ was not buggy, besides some small things; many components were buggy, and could crash the ide. They should have made a better error handling inside.

Ciao

Max