
Subject: Re: Porting a Delphi Application
Posted by [mirek](#) on Sun, 16 Sep 2007 10:30:42 GMT
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cbpporter wrote on Sat, 15 September 2007 07:44

1. My applications exe doesn't have the correct icon (it uses the generic one) when I compile my application in Optimal mode. I compiled some of the example applications to, and these also lack the correct icon. But if I compile it in Debug mode, the icons are fine.

Debug mode is strange, however the procedure is to activate .ico export and add .rc file that uses it. See ide/.rc file as an example (the icon is BTW usually the only use for .rc in U++).

Quote:

2. If the layout designer or image editor is in the main tab of the editor in the moment the application launches (F5), these editors lose their advanced functionality and revert back to a plain text editor.

That is a feature, not an error. The problem is that these files are, through some macro hackery, in fact valid C++ sources that can be stepped through by a debugger.

Press Ctrl+T to get designer back.

Quote:

3. Fullscreen windows (under Windows) get a border and a title bar if the window loses focus.

Well, fullscreen windows are not quite typical, this might be a bug. Cared to post a testcase? (BTW, next time please post problems to more appropriate forums, this is really mostly about interesting apps being developed in U++, not problem solving area... your problem might be unnoticed here).

Quote:

4. If I create a frame parameterised with a Button (FrameLeft<Button> for example), the Button will have a strange blue-ish skin. But if I create a Frame with a layout which contains a Button, the Button has a normal skin. Is this intentional?

Yes, tries to immitate the appearance of ComboBox buttons.

Quote:

5. How do you activate the MacOS theme under Windows as seen in the screenshot (this is not an issue, just a question).

Google: "uxtheme".

