
Subject: Re: Porting a Delphi Application
Posted by [cbpporter](#) on Sun, 16 Sep 2007 13:49:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:

Actually, nobody cares about explicitly defining '&' keys - let U++ runtime generate them for you... and perhaps do it manually in cases when you do not like automatic assignment. You can also assign only some and let U++ do the rest.

And it seems it does quite a good job assigning the keys. But is still wish it would respect my explicitly assigned position, because a have "Zoom &In" and "Zoom &Out" and I would like to keep the "_"s aligned. But this little detail won't make me think less of U++, and I must admit that I'm impressed.

Quote:

No, there is no MDI support.

Well with owner draw widgets maybe I could emulate somehow MDI behaviour. Or at least I need a Window menu which allows you to switch between all your open documents.

Quote:

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.

Sorry, I wanted to keep all info regarding this project in one place.

But to keep with the theme of this thread, I will need some custom components. Most of them are highly specialized and I don't see a general use for them, but one could be useful. It is a foldable panel. It looks like a LabelBox with a Button instead of the label, and by clicking it you can open and close it. In my original application this is done by a Panel, a Bevel, a Button and hand-coded folder behaviour. This is not that nice, and I'm going to try to develop a custom component which at least should extend to a property specified size (even better would be if I can make it to auto-detect the correct size and hide, show and align it's children. I attached a picture with this component.
