Subject: Re: U++ public image - please read and discuss...
Posted by mirek on Tue, 21 Feb 2006 16:53:50 GMT

Quote:
Could you comment on the "behaves differently" part? It would be more fair to reproduce the functionality of the example exactly.

I am not 100% sure. Well, to tell the truth, I have just implemented minesweeper game with same settings possibilities.

My only clue is that somebody some time ago complained about U++ version not being able to set the size of mine-field, by studying the code. The it turned out that he just compared sources and setting the size of minefield is 3 methods in wxWidget version, while in U++ it is handled without any additional method using THISBACK1:

menu.Add("Easy", THISBACK1(Level, Size(10, 10)))
.Check(level.cx == 10);

Whether this is what they are refering or not I do not know.

Other points carefuly read and taken. Thank you for comments.

Mirek