
Subject: Re: First Impressions

Posted by [iplayfast](#) on Tue, 28 Feb 2006 17:38:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Tue, 28 February 2006 04:45

* all buttons in LayoutDesigner which are active are indeed active Not sure what you are referring by "Alignment" buttons, but they work. By "Alignment button" I can in fact imagine two different sets: One aligns group of buttons according to some other button (say centre etc). Other group defines how layout should behave when its size is changing (to what layout edge is Ctrl edge bound).

If I have a number of buttons selected in the layout designer and then click one of the alignment buttons, shouldn't they change position? Oh they do! Not sure why it wasn't working last night. Probably dumb user error.

luzr wrote on Tue, 28 February 2006 04:45

* Layout designer contains just the most often used Ctrl classes

This is what I gathered, and yes I did try to add image as a manual class, which is why it couldn't compile. As a wish, if you've ever used Delphi or CBuilder, they have something similar, only instead of the context menu to select stuff, they use a tabbed toolbar. This is just a personal preference though.

I think this is a matter of me just getting familiar with the library. But as another wish, more components to handle all the other stuff, and available through some selection method. Perhaps if that's too much, some sort of list of available components. (ImageCtrl wasn't on the list).

luzr wrote on Tue, 28 February 2006 04:45

* <temp-aux> is a "pseudo-package".

This was more of an irritation then anything. When starting a new project it doesn't make sense for <temp-aux> to be selected.

luzr wrote on Tue, 28 February 2006 04:45

* To add files, just click on package you want to add it (most likely your main package), then right-click files list and choose "add package directory file".

Yes, it's obvious how to add existing files. What if you want to create a new .cpp, .h, .lay or any of the other files app uses. .lay handles it within the layout manager itself, but doesn't actually create a new file. Does this mean I would never need to?

In my mind it would be best to have an item in the file menu call Create/.cpp and .h which would ask for a filename, create the file with header guards and optional creation text (date license etc), and add it to the project.

luzr wrote on Tue, 28 February 2006 04:45

"SetInfo" - please ignore for now. That was intended to provide description of widget, however never actually used - will probably be removed soon. (And yes, it is wordprocessor).

Actually I like that idea. Esp if it can be shown as a hint. (On linux it's very limited compared to windows). But if it's not implemented, I would turn it off for the release.

luzr wrote on Tue, 28 February 2006 04:45

ctx, id - those are language translations related. Read explanation of i18n.

ok. Shouldn't there be a hint showing at least what they are for?

luzr wrote on Tue, 28 February 2006 04:45

"Generate code" - code is put into the clipboard (this is currently the rule of most code generation in U++, might improve in some cases in future, but not likely in this case)

Again, some text somewhere on that clipboard saying something like "use this code to cut and paste into your application" would really help the newb.

luzr wrote on Tue, 28 February 2006 04:45

U++ is not very well documented and IS radically different from anything you have used so far - but most of those differences are there to support modularity of the codebase.

I understand that, and that is the reason I'm so excited about your project.

luzr wrote on Tue, 28 February 2006 04:45

OTOH, I suggest you to read some topics in TheIDE help - I believe that some questions raised are in fact described there quite well...

Yes, but I (like most people) like to learn by doing, and I thought that if I documented the places that I got confused, it might help with the overall usability of the software.

The best software is so intuitive that documentation is superfluous.

This software is like none I've used before, and I can see the advantages of your methodology. I'm just hoping the learning curve isn't graded beyond my capabilities.

Chris