Subject: Two questions on U++
Posted by indiocolifa on Thu, 21 Feb 2008 02:38:37 GMT

I don't fully understand two things on U++ UI architecture:

1. For which cases I should break the loop with 'Breaker'? I don't understand how this can be used for a top level window without childs, etc. I simply do Close, I don't break any loop.

2. I don't understand the use of "acceptor/rejector" methods. I created dialogs without using them, could not find a suitable use for them.

Thank you!

U++ is great!