

---

Subject: Re: Toolbar Gap() and GapRight() problems [BUG?]-[OPEN!]

Posted by [cbpporter](#) on Thu, 17 Apr 2008 21:33:41 GMT

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

---

Quote:1. Why when toolbar is in the frame it's painted gradient and why when I use designer it isn't painted (gradient)?

This is actually true for all controls. Their painting in the designer is done by separate code and only provides a sketch so you can see the layout. Complex visual effects and skinning is left out here, but you will have them in your application when you run it.

But since Toolbar (and (MenuBar) behaves the best when used as a frame, one does not usually use the designer to insert such elements, instead they are inserted in code with AddFrame. Unfortunately, the designer does not support the insertion of frames.

Quote:2. Should I use the designer for each window from my program or just for dialogs? Or it is just about taste.

I find the distinction between dialogs and windows quite artificial and frameworks which limit the functionality of one or the other quite limited. But in U++ there is no such limitation, dialogs are just windows that behave like you would expect one to do. You can use it to design anything that would benefit from a visual representation when you create it. And complex layout are usually done with a lot of small layouts combined with some code. There is the small inconvenience of not being able to flatten the final layout, but that is not a big problem.

---