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Subject: Programming for Layout Objects

Posted by [InterKnight](#) on Fri, 24 Mar 2006 03:22:25 GMT

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Hello, everyone.

I've been working with U++ for just a day or so now, and I am finally on the way to creating an application for an old friend. I previously didn't think I would get this far with GUI design, but I am glad to see that I was wrong.

My question pertains to objects which can be added to the Layout GUI Editor (for example: buttons, labels, etc).

What I need to know is how to program events for buttons. A simple example would be: How would I program the "Cancel" button so that it exits the program?

I've learned how to create menus for applications (with File, View, Help, etc), but I am not yet sure exactly how to implement options.

So, just for simplicity sake, how would I add in code to tell the program that the "Cancel" button exits the program?

Thanks greatly for any help/suggestions.

Take care.

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