
Subject: Re: Programming for Layout Objects
Posted by [mirek](#) on Fri, 24 Mar 2006 08:45:34 GMT
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InterKnight wrote on Thu, 23 March 2006 22:22Hello, 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.

There are some very simple basic things about widgets:

If you have widget "foo": (e.g. `EditField foo;`)

* to assign it a value, use

`foo <=<= value;`

* to retrieve its value, use

`value = ~foo;`

* to add default event, which is invoked when user changes the state of widget:

`foo = callback(...)`

Now those "`callback(...)`" can vary depending on event, however in the most common case, you will have your widget inside some dialog object class and then it will look like:

```
struct Dialog {
```

```
Button cancel;  
  
void Cancel();  
  
typedef Dialog CLASSNAME;  
  
Dialog() {  
    cancel <<= THISBACK(Cancel);  
}  
};
```

Note that as of U++ 602, there is Assist++ THISBACKs... and Layout code generator.. functions that can help you to generate some of that code...

Mirek
