Subject: Re: A problem with UPP application scale . . .
Posted by Mindtraveller on Sat, 21 Feb 2009 13:03:55 GMT
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Since U++ uses references, using virtual UI-classes will hardly be handy here.

The first thing which comes to my mind after reading your problem is idea of moving specific UI-details from headers into .cpp files. So changing one UI component will lead to recompilation of corresponding .cpp-s instead of all the project.
Until TheIDE` Layout editor creates only .lay files (which are really .h files) you should stop using it and construct all your UI manually. This code will be inside constructors defined inside .cpp files.

There are 3 ways of improving this situation:
1) Design .lay with Layout editor, then adopt lay-code lines from it into corresponding .cpp inside some ctor.
2) The same as (1) but instead of manual conversion you may write conversion utility which will generate code from .lay statements (this should be rather simple task I suppose).
3) Ask U++ authors on TheIDE wishlist subforum to tune Layout Editor for it to be able to output your design as the code into some labels inside your code instead of .lay file generation.