Subject: Re: Programming for Layout Objects
Posted by mirek on Thu, 30 Mar 2006 19:51:44 GMT

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gprentice wrote on Thu, 30 March 2006 06:26Quote:
How do you find out which operators do what for a widget.
e.g. where is the <<= operator for an EditDate declared.

With the help of slickedit I see it's in the Ctrl class with overloads that take either Value or Callback.

It's not all that easy to find if it's re-defined in a derived class - for some reason, slickedit won't find me the definition of <<= when I use it in an expression e.g. EditDate d1; d1 <<= THISBACK(something);

Does Ultimate++ impressive code browsing facility allow me to jump to definition of <<= somehow, or to find it ??

Graeme

Not yet, sorry...

Mirek