
Subject: Re: How to combine two widget-class in the toplevel window

Posted by [fudadmin](#) on Fri, 31 Mar 2006 17:17:11 GMT

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forlano wrote on Thu, 30 March 2006 21:04

1. So, if I've understood, a complex interface with many classes should be merged in the constructor of the application.

I hope to be able now to add a tabbed window (with 4 pages) between the menu and the status bar.

Because each page contains several widgets I'm afraid that the final constructor of the application will become a mess.

I hope to write for each page a class and simply invoke it in order to simplify the constructor. Perhaps I must create just a big widget to attach it somewhere in the page. In Motif this was possible.

2. Are there example about the creation of a Widget?

3. (Please be patient if I said silly thing... I'm just starting)

Luigi

1. Complex interfaces should be more or less evenly distributed among classes and their constructors. That's why classes exists!

2. I personally know 3 main ways of creating widgets:

2.1. As Mirek mentioned here - with Layout Designer

2.2 Program everything yourself by hand

2.3 Copy code from *.lay files and create your own programmed classes.

Which case you would like to discuss?

3. Don't worry about our patience! By asking questions you are helping future generations of U++ users. So, please ask more often!
