Subject: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by fudadmin on Sun, 02 Apr 2006 10:11:53 GMT
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I christened this topic "Forlano tabs" - how to reduce a headache by the proper use of the designer... because it's a continuation of forlano's series of "U++ beginners fundamental questions" which you can find in other parts of our forums... (inc. "How to combine two widget-class in the topwindow")

So, why the code below and "program all your widgets by hand" is a headache?

```
//personalized tab (1 child) widget
class LuigiTab : public ParentCtrl {
Button btnAdd, btnDel, btnClear, btnModify;
DocEdit doc;
LabelBox lbox;
Label label[10];
EditString editName, editCountry, editBirth, editNatRat,
        editNatId, editFIDEId, editFIDERat;
DropList editTitle;
Option tsex;
EditInt kcoeff;
ArrayCtrl arr;

public:

typedef LuigiTab CLASSNAME;
LuigiTab();
~LuigiTab(){;}
};

LuigiTab::LuigiTab() {

// label
lbox.SetLabel(t_("Edit Player")).LeftPosZ(16, 648).TopPosZ(16, 80);
Add(lbox);

label[0].SetLabel(t_("Name")).SetAlign(ALIGN_CENTER).LeftPosZ(28, 132).TopPosZ(32, 19);
Add(label[0]);

label[1].SetLabel(t_("Fed")).SetAlign(ALIGN_CENTER).LeftPosZ(168, 40).TopPosZ(32, 19);
Add(label[1]);

label[2].SetLabel(t_("Birthday")).SetAlign(ALIGN_CENTER).LeftPosZ(208, 56).TopPosZ(32, 19);
Add(label[2]);

label[3].SetLabel(t_("Gender")).SetAlign(ALIGN_CENTER).LeftPosZ(264, 56).TopPosZ(32, 19);
```

```
Add(label[3]);

label[4].SetLabel(t_("Title")).SetAlign(ALIGN_CENTER).LeftPosZ(324, 40).TopPosZ(32, 19);
Add(label[4]);

label[5].SetLabel(t_("ID FIDE")).SetAlign(ALIGN_CENTER).LeftPosZ(380, 48).TopPosZ(32, 19);
Add(label[5]);

label[6].SetLabel(t_("Rat FIDE")).SetAlign(ALIGN_CENTER).LeftPosZ(440, 48).TopPosZ(32, 19);
Add(label[6]);

label[7].SetLabel(t_("ID Nat")).SetAlign(ALIGN_CENTER).LeftPosZ(496, 48).TopPosZ(32, 19);
Add(label[7]);

label[8].SetLabel(t_("Rat Nat")).SetAlign(ALIGN_CENTER).LeftPosZ(558, 48).TopPosZ(32, 19);
Add(label[8]);

label[9].SetLabel(t_("K")).SetAlign(ALIGN_CENTER).LeftPosZ(616, 24).TopPosZ(32, 19);
Add(label[9]);

//active widget
editName.MaxLen(25).LeftPosZ(28, 136).TopPosZ(56, 19);
Add(editName);

editCountry.MaxLen(3).LeftPosZ(172, 32).TopPosZ(56, 19);
Add(editCountry);

editNatId.MaxLen(8).LeftPosZ(496, 48).TopPosZ(56, 19);
Add(editNatId);

editBirth.MaxLen(10).LeftPosZ(212, 56).TopPosZ(56, 19);
Add(editBirth);

editFIDERat.MaxLen(8).LeftPosZ(440, 48).TopPosZ(56, 19);
Add(editFIDERat);

tsex.SetLabel(t_("Male")).LeftPosZ(280, 42).TopPosZ(56, 20);
Add(tsex);

editTitle.DisplayAll(true).LeftPosZ(328, 42).TopPosZ(56, 20);
Add(editTitle);

editFIDEId.MaxLen(8).LeftPosZ(380, 48).TopPosZ(56, 19);
Add(editFIDEId);

editNatRat.MaxLen(8).LeftPosZ(554, 56).TopPosZ(56, 19);
Add(editNatRat);
```

```
kcoeff.Min(0).Max(100).LeftPosZ(620, 24).TopPosZ(56, 19);
Add(kcoeff);

    // button
btnAdd.SetLabel(t_("Add Player")).LeftPosZ(24, 96).TopPosZ(116, 24);
Add(btnAdd);

btnModify.SetLabel(t_("Modify Player")).LeftPosZ(148, 96).TopPosZ(116, 24);
Add(btnModify);

btnDel.SetLabel(t_("Delete Player")).LeftPosZ(56, 96).TopPosZ(328, 24);
Add(btnDel);

btnClear.SetLabel(t_("Clear Data")).LeftPosZ(284, 96).TopPosZ(116, 24);
Add(btnClear);

// array ctrl
arr.Moving(true).Removing(true).AppendLine(true).Inserting(true).LeftPosZ(16,
648).TopPosZ(172, 148);
Add(arr);

arr.AddColumn("Name");
arr.AddColumn("Fed");
arr.AddColumn("Birthday");
arr.AddColumn("Gender");
arr.AddColumn("Title");
arr.AddColumn("ID FIDE");
arr.AddColumn("Rat FIDE");
arr.AddColumn("ID Nat");
arr.AddColumn("Rat Nat");
arr.AddColumn("K");
arr.AddColumn("Available");
```

1. This way can't go through all your forms quickly and "visually" and add new widgets during the process of improvements.
2. Accessing labels only by index is a headache, too.

[to be continued...]
P.S Comments are welcome!