

---

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...

Posted by [fudadmin](#) on Sun, 02 Apr 2006 17:58:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

forlano wrote on Sun, 02 April 2006 17:51

...

It is very easy. Only one stupid problem. I used

1. `#define "editmask.lay"`

but the compiler didn't see it. So I tried

2. `#define LAYOUTFILE <tabs/Tab1Layout.lay>`

with no result. At the end I tried

`#define LAYOUTFILE "c:\MyApps\tabs\editmask.lay"`

and works. Do you know how to fix this problem?

Luigi

1. as you should know from C experience `#define` is a substitutor.

If you write only on part of it, it your compiler replaces it with nothing. This is useful only in `#ifdefs` or if you want to not use what you define...

2. This has to be the name of your layout file and of your widget layout

3. It is sufficient to write just

`#define LAYOUTFILE "editmask.lay"`

if you keep this file in your package folder where other files reside e.g in `c:\MyApps\tabs\ ...`

forlano wrote on Sun, 02 April 2006 17:51

Fantastic...

...And remember I told you - do not struggle alone and do it in a lazy man's way? When you wrote in our label topic:

Quote:

but I'm a lazy man, , and I do not want to loose time...

And then in this topic you wrote:

Quote: ...I lost many hours to wright it and I'm not at all satisfact. Now I must retouch some widget with the result to retouch again all their position.

That means you are not lazy enough... .. to be an inventor...

I guess Mirek and Tom are lazy enough... That's why they invented Ultimate++... to let us all enjoy our laziness!

So, from now on, if you feel that some tasks with Ultimate++ are not enjoyable - ask how they can be converted...

---