Subject: Re: version 1579, CharSet.h, CHARSET_KOI8_R redefined and Ctrllib.t, fail to compiling with MSVC9
Posted by mirek on Fri, 25 Sep 2009 11:00:10 GMT
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LeiMing wrote on Fri, 25 September 2009 06:07at first, sorry for my poor English.

thank you for the perfect work. VC with MFC is quite expansive for an after-hours programmer who make program not for money, and .net runtime is too large. I use Ultimate++ and found it easy to use.

CharSet.h line 87:
#define CHARSET_KOI8_R   84

line 26:
#define CHARSET_KOI8_R   24

It defines CHARSET_KOI8_R twice.

Thanks, already fixed.

Quote:
also I have a question, I can't find a droplist that users can input his own text in, and it's common in some GUI libraries. Is because I didn't find it or currently it's not support by Ultimate++?

In U++, it is a template class 'WithDropChoice' able to add this to virtually any other widget.

So what you searching for is

WithDropChoice<EditString>

Mirek