
Subject: Re: Interesting....

Posted by [mirek](#) on Wed, 12 Apr 2006 11:20:48 GMT

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Ah,

well, it is a little bit hard to explain, but....

U++ layouts are designed in a way that leads to "dialogs as structs". Means each layout naturally generates some C++ struct that contains widgets as members. This is one of dominant reasons why coding in U++ is so fast.

Now with dialogs stored in XML, this feature would be lost, because you would have to dynamically create dialogs by parsing XML and best you could hope for is to access widgets using some sort of textual IDs. U++ productivity gone.

While it is quite possible to implement this in U++, the question is why? If some real world app needs this, it will have most likely other very specific requirement, satisfying them would be most likely harder than "XML dialog" skeleton code, which really is quite primitive.

Just a side note - I have couple of applications that store sort of dialog layouts in Oracle. Then others that store dialog layouts in proprietary text format. Still I do not see any advantage to provide some fixed facilities for dynamic dialogs.

Mirek
