
Subject: Re: OptionImage ctrl: how to make it better...
Posted by [forlano](#) on Thu, 13 Apr 2006 21:59:18 GMT
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fudadmin wrote on Thu, 13 April 2006 19:32forlano wrote on Thu, 13 April 2006 16:43fudadmin wrote on Thu, 13 April 2006 16:47

```
void Avail3(One<Ctrl>& ctrl)
{
// ctrl.Create<Option>().ThreeState();
ctrl.Create<OptionImage>().ThreeState().SetImage(imgYes(), imgNo(), imgMaybe());

}
```

I remind to have tried even this combination but without success . Perhaps there were a mistake in some other place.

Luigi

1. Perhaps you should try exactly what is here? (it's not in your code...)
2. I'm surprised how from such simple U++ application you were able to make a "spaghetti code"... . First of all, it doesn't run out of the box because I don't use C: and I don't have MyApp...
- Why do you use absolute references in *.upp file?
And you don't need a hundred of #include in each file with U++...

http://en.wikipedia.org/wiki/Spaghetti_code

Thank you to all of you for the precious advices I've receveid. Now it is more clear.

I know perfectly what "spaghetti" and "spaghetti code" means. Nevertheless I do not understand what Aris mean in point 2) and file *.upp and #include.

I know only that now I've a beautiful OptionImage with which to play , inside and outside an ArrayCtrl. I'm very satisfied by what I've although I'm aware that there is space for improvement.
Luigi
