
Subject: Re: OptionImage ctrl: how to make it better...
Posted by [fudadmin](#) on Thu, 13 Apr 2006 22:33:51 GMT
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forlano wrote on Thu, 13 April 2006 22:59I know perfectly what "spaghetti" and "spaghetti code" means.

Nevertheless I do not understand what Aris mean in point 2) and file *.upp and #include.

your *.upp

uses
CtrlLib;

file
C:\MyApps\vegaMenuStatus\app.h,
C:\MyApps\vegaMenuStatus\tab4.cpp,
C:\MyApps\vegaMenuStatus\tab3.cpp,
C:\MyApps\vegaMenuStatus\tab2.cpp,
C:\MyApps\vegaMenuStatus\ForlanoOption.iml,
C:\MyApps\vegaMenuStatus\ForlanoOption.h,
C:\MyApps\vegaMenuStatus\tab1.cpp,
C:\MyApps\vegaMenuStatus\newtournament.lay,
C:\MyApps\vegaMenuStatus\tabs.h,
C:\MyApps\vegaMenuStatus\editmask.lay,
main.cpp;

mainconfig
"" = "GUI";

these are absolute references, aren't they? And if I use Linux? And IMHO, you are killing the whole idea of packages, forcing me to spend my precious time to rename them, then find all spaghetti includes...

It's M\$ and Co approach - to waste others time... What Mirek and Co will say?!

Edit:

P.S. Have you recieved any of Ultimate's upp files like this?!

Open them as text and find out...
