
Subject: Re: OptionImage ctrl: how to make it better...

Posted by [forlano](#) on Fri, 14 Apr 2006 05:09:18 GMT

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fudadmin wrote on Fri, 14 April 2006 00:33forlano 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...

The OptionImage works inside the arrayctrl.

Your *.upp file look like this:

uses

CtrlLib;

file

"ForlanoOption.h"
, main.cpp
, "ForlanoOption.lay"

```
, "ForlanoOption.iml"  
;
```

```
mainconfig  
"" = "GUI";
```

That is more clean than mine. However I do not know why my upp file has those absolute paths. When I need a new file I click on "insert any file(s)" and write its name. I'am not aware of this absolute reference... and still I countinue to not understand in what the problem consist (I do not see problem when all work as I want).

Luigi
