Subject: Re: How to program real U++ applications
Posted by zsolt on Fri, 26 Mar 2010 14:30:39 GMT
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koldo wrote on Mon, 22 March 2010 15:55Hello all

I would like to ask you how you design professional U++ applications.

Thinking in a GUI application with a main window, how do you connect classes with main class containing main Serialize/Xmlize configuration:

- Main class is a global variable.
- You include in classes constructor as argument a pointer to main class
- You access from a subclass the main class using dynamic_cast<MainClass *>(GetParent()->GetParent()-> ... as many times as necessary.

I usually use the global config scheme as well:

In your dialog cpp:
#define CONFIG_KEY "YourDialogClassName"

INITBLOCK {
 RegisterGlobalConfig(CONFIG_KEY);
}

before showing your dialog:
 LoadFromGlobal(*this, CONFIG_KEY);

After closing it:
 StoreToGlobal(*this, CONFIG_KEY);

And in your main window's Serialize method will be like this:
void MainWindow::Serialize(Stream& s)
{
 int version = 1;
 s / version;

 SerializePlacement(s);
 some_member.Serialize(s);
 SerializeGlobalConfigs(s);

 if(version<2) return;
 //this is used in newer versions
}