Subject: Help needed.
Posted by 281264 on Mon, 12 Jul 2010 16:28:00 GMT
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Hi,

I am struggling with this dummy application I am creating. The objective is to draw lines in the

Allow me to explain what I have done:

2.- I have added a SplitterFrame and put the previous struct in its left. This allows me to have the

coordinates. Then the user clicks again and anchors one point of the line; after a second click the line is drawn on the screen; so far so good.
4.- However, in the next steps, I am finding some problems:
a.- the last coordinates remains in the screen after line creation process; how to get rid off it?
b.- My intention is to store all the lines in a container, so they can be redraw every time is

variables). The first problem arises when I try to create a line in my application: it does not compile. Second is the usage of vectors or U++ vectors. What to use? In general, is it allow to use the STL in U++?.

Many thanks,

Javier