281264 wrote on Mon, 12 July 2010 18:28Hi,

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

Hello Javier

1. I have renamed "line" struct to "myline". line name seems not to be good for a struct.

4.a I have added this to handle mouse up:

```
void ejemplo_splitter::LeftUp(Point p,dword d) {
 if(!ended) {
  ended = 1;
  Refresh();
 }
}
```

And Paint begin like this:

```
void ejemplo_splitter::Paint(Draw& draw)
{
 draw.DrawRect(GetSize(),White());
```

now it works.

4.b About vectors or other containers I use U++ ones. Read for example this
http://www.ultimatepp.org/srcdoc$Core$NTLvsSTL$en-us.html or this
http://www.ultimatepp.org/srcdoc$Core$Tutorial$en-us.html

File Attachments
1) ejemplo_splitter.7z, downloaded 189 times