Subject: Removing .lay dependancy from a GUI app
Posted by cullam on Fri, 06 Aug 2010 17:50:43 GMT
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Hi Guys.

I've been working on a small set of graphical apps. When I started building them, I used information from one of tutorials, and a template to get started. Basically, the class that contains most of my important functionality is declared like this:

"class VectorsGUI : public UUVBase, public WithVectorsGUILayout<TopWindow>"

I've been doing alot of my own work here, and I'm not using any of UPP's built in graphical widgits. I've started separating my VectorsGUI class into two classes: one that does the basic stuff that I intend to extend on in other applications, and one that does the specific stuff that I want for this application. But to do this, my life would be made a lot easier if I no longer relied on "public WithVectorsGUILayout<TopWindow>", since the class that will want to control the window (I think) will have a different name, and I'd rather not have to use elements that work entirely "under the hood". Aside from that, I'm not actually using the layout file for anything, other than my window size, which I'm going to be reading in from a .conf file in future anyway.

So, in theory, there should be little to this. My main looks like:

```
#include "VectorsGUI.h"

#define   VERSION   "2010070801"
#define   FILE_BASE  "SQX-Drive"
#define   FILE_TITLE  String( FILE_BASE )


GUI_APP_MAIN
{
 VectorsGUI(FILE_TITLE, FILE_BASE, VERSION ).Run();
}
```

Is there a simple way to have my code just use TopWindow directly, without the auto-generated constructor? And is there something additional I have to do to still be able to use Paint() and GetX()/GetY()?

I'm sure this is fairly easy, but I just don't know enough about how this constructor works. Thanks!
-cullam