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Subject: Re: Knob control

Posted by [koldo](#) on Tue, 17 Aug 2010 14:01:08 GMT

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unodgs wrote on Tue, 17 August 2010 10:36Hi Koldo!

Respect man I remember doing usc paint for GridCtrl.. Esc language is ok but the main trouble is you have to write paint code twice and then maintain it. It would be great if it was possible to use real widgets in designer. I guess FormEditor follows this way.

Yes Daniel

In fact my focus use to be to do the Paint() function first in .usc and after that in C++. Both are almost the same, but as there is no Painter in .usc I have to emulate some Painter capabilities. The .usc widgets are fully resizable as the Painter ones.

So it would be great to use real widgets in layout designer.

Meanwhile I strongly encourage all contributors to:

- Use Painter

Visual experience is much better

- Create .usc widgets for your classes

If a visual class is not in .usc, it does not exist

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