
Subject: Re: Knob control

Posted by [dolik.rce](#) on Tue, 17 Aug 2010 16:22:53 GMT

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Hi,

I apologize for engaging into slightly off-topic discussion, but I couldn't help it

unodgs wrote on Tue, 17 August 2010 10:36It would be great if it was possible to use real widgets in designer. I guess FormEditor follows this way.

Unfortunately FormEditor can AFAIK use only widgets that are compiled in. Compiling theide every time you change something in a widget would be tedious. That might or might not be solvable in the future using some plugin-like solution to let the widget to be compiled separately. But in the meantime, I guess it should not be that hard to learn Esc how to use Painter, at least the basic functions.

koldo wrote on Tue, 17 August 2010 16:01Meanwhile 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

I strongly agree with both and join your encouragement

Best regards,
Honza
