Subject: Re: Application Wizard based?
Posted by dolik.rce on Fri, 27 Aug 2010 17:35:07 GMT

Hi sevenjay & Alex,

I just recently developed a class for easy handling wizards, since I needed one too. It might be useful for you as well

It is really simple, just one file actually, in my opinion it doesn't even deserve it's own package, but for now I put it here like that. It uses templated class which takes 2-10 parameters similar to WithStepOneLayout<ParentCtrl> and provides the basic handling of actions like next, previous, finish etc. The biggest advantage IMHO is, that the class is, unlike many things in U++, fully DOCUMENTED

It uses similar concept as the code posted above, just taken it little further, using the templates and more general approach on some things. E.g. ability to skip some steps, modifying the dialog while running using WhenStep callback and few others.

If you have any trouble using it, just ask. Also let me now what you think of it and any ideas how to make it better.

Best regards,
Honza