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Subject: Re: chess like drag&drop possible in u++ ?  
Posted by [kenton](#) on Sun, 19 Sep 2010 12:12:40 GMT  
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Yes, the first day is the first day but i made some simple applications in codeblocks + wxwidgets so ...

The simplicity of this example amazed me !!

I have some questions:

- It's possible to view and edit the .lay file ?
- In the example we have a 2x2 matrix of "Tile" class, overrided from "ctrl" one. In my application the matrix will be nXn dependent to parameters gived by user runtime. So my question is: this 2x2 scheme is fixed or can be changed continuously runtime ?

I'm right thinking that i need something more graphic like? Maybe like the .lay display area of the "TheIDE". That display can show whatever we want and we can interact with it too.

Andrea

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