Subject: Re: Problem with Calendar control
Posted by koldo on Sat, 23 Oct 2010 20:57:28 GMT

Great Frank!

Waiting for unodgs opinion, it seems that resize is more versatile in layout designer than in real C++ code

I explain you Frank: Calendar control, as many controls in U++, has two functions for the drawing (including resizing):

1. In void Calendar::Paint(Draw &w) in DateTimeCtrl.cpp
This one is programmed in C++

2. In ctrl Calendar function in CtrlLib.usc
This one is programmed in Esc.

The 1st is for the main program and the 2nd is for the layout designer.

It seems 2nd resizing is richer than 1st one.