
Subject: Re: How to isolate Layouter to layout for custom export files /drag,resize
Ctrl's at runtime

Posted by [kohait00](#) on Fri, 19 Nov 2010 10:33:50 GMT

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digging a bit more i found the 'UscCtrl' example, which uses the 'Counter.usc' to have TheIDE understand it. it seems to even react on changes on the usc script immediately, seems like TheIDE is aware of changes to the file. great.

it names the prperties to Edit

```
Frame SetFrame = BlackFrame() @2;  
Font SetFont = StdFont();  
Color Ink = :SBlack;  
Color Paper = :SWhite;
```

and by playing around i found the syntax for '>'

```
ctrl MyCtrl {  
  > EditInt;  
  ..  
};
```

indicates TheIDE to use the properties from EditInt..cool.

now the biggest point for me now is, to make changes to the layout output possible..with the goal to be able to edit live properties from controls.. since now, the usc infos are used to build the '.lay' code, which is static and compile time for the used Ctrl's.

what would be the approach?
