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Subject: Re: operator<= in tree control reference example

Posted by [gprentice](#) on Wed, 05 Jan 2011 10:31:56 GMT

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Well I should have said that "edit" is an EditString and it provides an operator= for assigning a string (and why not a constructor too) so I think operator= should be used in this example.

Regarding the learning curve, do you have any idea how a newcomer is supposed to learn that operator<= is "standard for U++". You cannot easily navigate your way to Ctrl::operator<= using the IDE. U++ examples should have source code comments for obscure things like this.

You didn't respond to the question about the call to the Top() function.

Quote: So U++ should print an error message and fail.

What does this mean exactly? I just wanted to know what U++ actually does.

Graeme

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