

---

Subject: Re: Is this really a GUI RAD?

Posted by [dolik.rce](#) on Wed, 13 Apr 2011 15:34:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi wildcode

Welcome to the forum

wildcode wrote on Wed, 13 April 2011 16:37 And what I need is a form based RAD that will allow me to tie backend functions to actions on the form, writing the code for the front end as it goes, then allowing me to modify that code.

Call me lazy but this would be ideal.

That's not being lazy, that is being efficient:) And U++ tries to provide just that...

The ide layout designer lets you design the "frontend" part. The layouts (I guess layout matches form in windows terminology...) can be used for anything from main application window, through simple dialog window, the contents of a tab or even to create a widget consisting of several widgets (nested in one layout and interacting with each other).

The layout is usually used as a base for class which then represents the GUI object. You just add some "backend" functions and tie them to the widgets using callbacks for specific actions (e.g. WhenFocus, WhenAction,...) and/or override some virtual methods (e.g. MouseDown, Key,...). That is pretty much everything you need to do to create a basic application, I guess it is quite RAD

For some more info have a look in the GUI tutorial, especially section 16, which describes how the layouts work.

Best regards,  
Honza

---