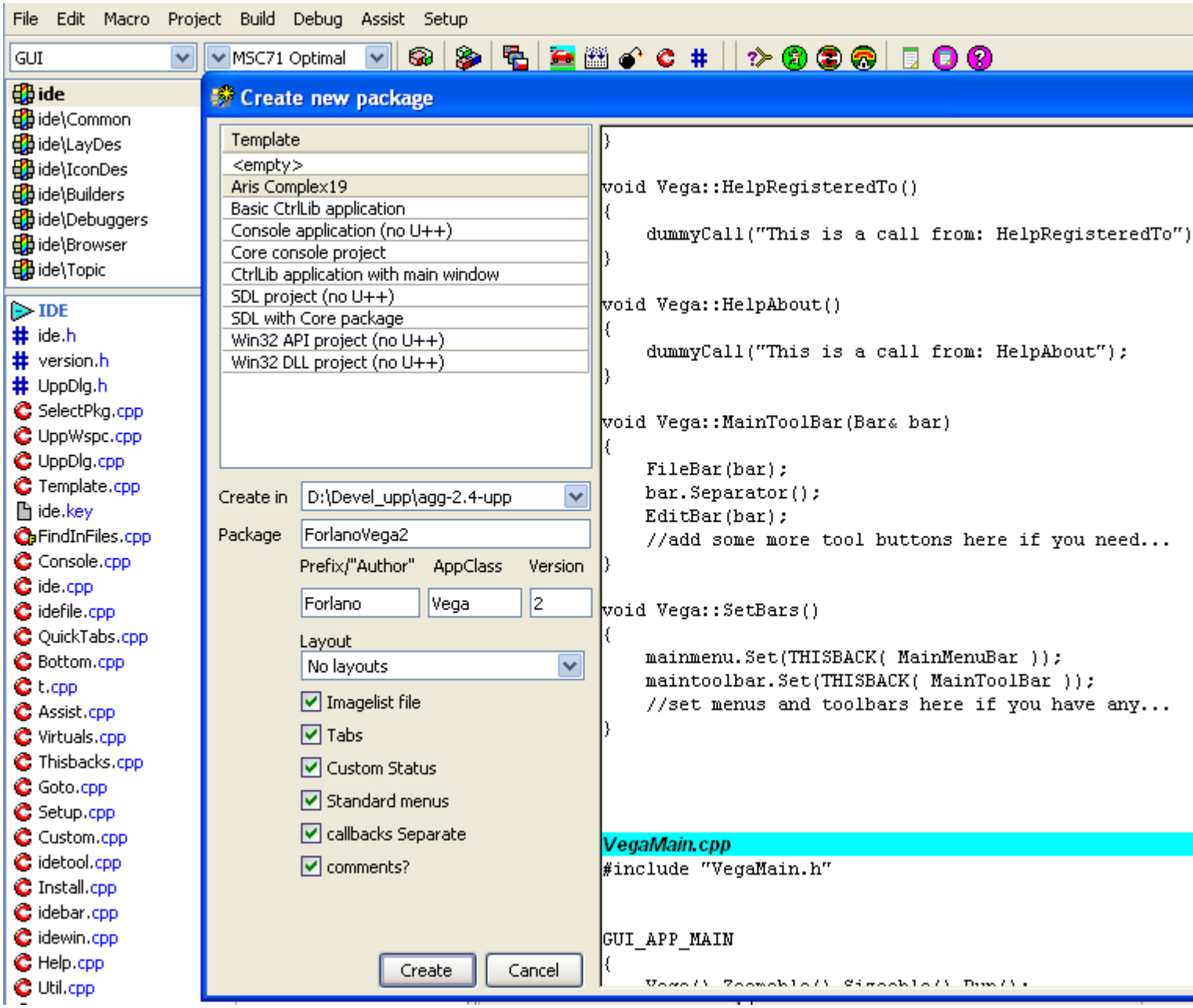
Subject: Compound New <:PACKAGE:> name etc. [FEATURE REQUEST]
Posted by fudadmin on Tue, 16 May 2006 16:01:12 GMT
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When creating my "clever" templates (e.g. menus generator) I had to use "New Package" interface a lot and I found it quite inconvienent. Some problems I sorted out for myself a long time ago. But in order to make those templates useful (even like tutorials...) for wider public - some changes (or workarounds) would be needed for the official theide.
So, what do you think?:
1. Any fields (was package name?) above templates table are visually tiring.
2. But the most important and useful thing I am using is a compound Package name which is automatically concatenated and consists of Prefix/"Author"+AppClass+version and it doesn't take 3 rows unlike in a case of id's.
3.Also, then, all files names in a package are formed from a short AppClass name (and not long Package name) ...

File Attachments

1) NewPackageCompound.PNG, downloaded 2959 times


File Edit Macro Project Build Debug Assist Setup
GUI
MSC71 Optimal
ide
ide\Common
ide\LayDes
ide\IconDes
ide\Builders
ide\Debuggers
ide\Browser
ide\Topic
IDE
ide.h
version.h
UppDlg.h
SelectPkg.cpp
UppWspc.cpp
UppDlg.cpp
Template.cpp
ide.key
FindInFiles.cpp
Console.cpp
ide.cpp
idefile.cpp
QuickTabs.cpp
Bottom.cpp
t.cpp
Assist.cpp
Virtuals.cpp
Thisbacks.cpp
Goto.cpp
Setup.cpp
Custom.cpp
idetool.cpp
Install.cpp
idebar.cpp
idewin.cpp
Help.cpp
Util.cpp
Create new package
Template
<empty>
Aris Complex19
Basic CtrlLib application
Console application (no U++)
Core console project
CtrlLib application with main window
SDL project (no U++)
SDL with Core package
Win32 API project (no U++)
Win32 DLL project (no U++)
Create in
D:\Devel_upp\agg-2.4-upp
Package
ForlanoVega2
Prefix/"Author"
AppClass
Version
Forlano
Vega
2
Layout
No layouts
Imagelist file
Tabs
Custom Status
Standard menus
callbacks Separate
comments?
Create
Cancel
}
void Vega::HelpRegisteredTo()
{
dummyCall("This is a call from: HelpRegisteredTo");
}
void Vega::HelpAbout()
{
dummyCall("This is a call from: HelpAbout");
}
void Vega::MainToolBar(Bar& bar)
{
FileBar(bar);
bar.Separator();
EditBar(bar);
//add some more tool buttons here if you need...
}
void Vega::SetBars()
{
mainmenu.Set(THISBACK(MainMenuBar));
maintoolbar.Set(THISBACK(MainToolBar));
//set menus and toolbars here if you have any...
}
VegaMain.cpp
#include "VegaMain.h"
GUI_APP_MAIN
{