Subject: Re: Tree-Grid-Widget
Posted by cbpporter on Thu, 26 Nov 2015 12:57:30 GMT

Hi!

I did a quick test and was not able to compile the sample. A few observations:

1. srandom and random are POSIX functions, so it will not run on Windows. I'm not sure exactly how rich U++'s random number generation is, but I remember having seen support for random numbers somewhere...
2. C++11x more advanced features, like variadic templates might be a bit of an overkill for widgets :).
3. It is kind of a custom for U++ packages to be achieved in their respective folder, together with the project file.

I'll gladly test it again if it is compilable under Windows.