Subject: Re: Working on new article...
Posted by mirek on Tue, 15 Aug 2006 10:41:35 GMT

Quote:
Also, I thought about timers in designer selectable for layout dialogs... like in WideStudio...

Not a good idea. Keep visual design to be design of visual things. Timers are code thing.

Quote:
Also, I wanted to use multiple inheritance... Wouldn't that possible or useful for this example. If not, why?

What would be base classes? TrayIcon and WithEyeCareLayout<TopWindow> ? That would result in some serious name clashes I am afraid...

Quote:
I think, those choices and considerations would be interesting and useful to mention with some kind of analysis for U++ users. I find the example a very rich source for several tutorials...

Well, as it is quite untypical piece of code to me, it is a nice source for U++ design too

Mirek