part2 is in next/prev post!

Added sample for simple upp menu - chk down.

bugs:
  gfxBackClr-onLoad Cannot load image, multiSelect moving with keys delayed info, F4
afterCreation bugs,
  deletingObjs glued were not free'd, gluedObjs now works properly,MouseRClick can now directly
select item

gfxObjs:
  now when setting properties, all selected are modified, previously only cmdCtrl used that
added:
  editor tabs'n colors'n tab/font size, $<esc{(p1=22,p2=3.14,p3="anystr")return ""}> parameters to
pass
  to escFile added - demo too(esc-params-call.txt.all),
added:
  2ndPassParse added to support $<esc..> @... in them before they are called
  anyfile.esc //opt=noParse! optional at 1st line added to notParse @... in script but to optionally
   pass @... with return to main parsing func and parsing it there - usefull to return any @...,
  @tid-str "title" which is optional - added
added:
  abbreviations(configFileToItToo),eg: ---class(or...class)'[Ctrl-]Enter' - check
  snippets/abbrev-exp.esc,snippets/cpp/abbrev-exp.esc, and sample how to use them
  with esc in esc-params-call.txt.all
added:
  Zoom/offset for gfx window - check Vector? controlS - MMButton can also be used
added(uppMenu):
  Check snippets/cpp/upp/SUGCMenuToolbarTest-ign.7z for already created menu with it.
  To manually see how it works: open menu-generic.gfx and upp-menubar2.h.all then Export.
  It should produce upp-menubar2.h header file - can be redirected to some folder(drawers cfg).

AltShift+SnippetClick: on '<<=...' adds fileNamesOnly,
while clicking on file edit's it - doc'ed in Help.

InEditor :> (whenWaitingForOutput) is buggy

File Attachments
1) SUniGuiCreator.part1.rar, downloaded 391 times