
Subject: Re: SUniGuiCreator - upd 17.dec.2017
Posted by [luoganda](#) on Sun, 17 Dec 2017 18:43:14 GMT
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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="anyst")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(configFileToltToo), 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 - MMBButton 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 435 times
