Subject: Re: design custom controls
Posted by mirek on Tue, 29 Aug 2006 08:13:16 GMT
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Well, your question is addressing wo different problems:

* Creation of your own widgets (even for the purposes of different look).

Creating widgets is very simple in U++ (if you know how - this was one of basic design principles.
I guess for starters, look at "reference/UscCtrl" which demostrates creation of simple widget,
implemented in Counter package.

The example even demonstrates how to add .usc script description so that you have the right
visual response in LayoutDesigner; note that this is not necessary (you can add your custom
widget anyway, you will just see it as empty rectangle in layout designer

* The look of existing U++ widgets.

This issue is in addressed in post-605 U++ by introduction of "Chameleon system" - you can
adjust appearance on per-class and often even on per-instance basis. This is still under
development, however the system is flexible enough to use XP theming API, which brings native
look on Windows for U++....

I plan to introduce some reference examples about chameleon - if you are interested, let me
know, I will do it sooner

Mirek