
Subject: Re: SUniGuiCreator - patch for v8.feb.2019
Posted by [luoganda](#) on Sun, 03 Mar 2019 12:17:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a patch!
Check previous posts for more!

Some fixes/addedCode:

- * winXp: output newline bug
- * comport interPlugin updated - also 0 terminating reading added and to view as hex-8/16
- * rewrite subst func to properly get whole strings of any gfx property - previous " bug in string
- * project dialog updated
- * exporting any suitable when project used by 'Export' button, optional main file(flagged) is called last
- * \$<childtab> prop added - check Help for more at Snippets section, setVectorChild direct name bug fixed
- * needed esc func added
- * BakeASite projects samples added, one with own script - which can also be used as a template for other prjs
- * ...

Yet to do:

- undo in gfx
- wideString output(does std:: support wideRe?), mainly if nonAnsi characters used in a path

File Attachments

1) [SUniGuiCreator-patch-3.mar.7z](#), downloaded 290 times
