Subject: Re: A couple of noob questions
Posted by Lance on Wed, 16 Nov 2022 14:09:31 GMT
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Hi Crazycrappy:

Welcome to U++ commnity.

The first, suppose you add a DropList with name dlist in TestLayout in some layout file. In the ide, select the layout file, and then press key combination `CTRL+N` to display the layout file as C++ code. Yes, a layout is just a C++ template. You will see something like this.

```
LAYOUT(TestLayout, 384, 248)
 ITEM(Upp::DropList, dlist, LeftPosZ(52, 232).TopPosZ(120, 19))
END_LAYOUT
```

Now you can edit this file, but proceed with caution. Do something like this:

```
LAYOUT(TestLayout, 384, 248)
 ITEM(Upp::DropList, dlist,
        Add("Item 1 in layout designer")
           .Add("Item 2 in layout designer")
           .LeftPosZ(52, 232).TopPosZ(120, 19))
END_LAYOUT
```

CAUTION: Above should have worked, but there is a problem. `CTRL+N` again to switch to visual layout designer and then `CTRL+N` back again, you will notice your code becomes.

```
LAYOUT(TestLayout, 384, 248)
 ITEM(Upp::DropList, droplist, Add("item 2 in layout").LeftPosZ(52, 232).TopPosZ(120, 19))
END_LAYOUT
```

The "item 1" simply vanished. I cannot tell for sure, but I suspect this is a bug. There is nothing you and me can do about it atm. So add the list in the constructor instead. Some thing like this:

```
#include "TestLayoutDropListItems.h"

TestLayoutDropListItems::TestLayoutDropListItems()
{
 CtrlLayout(*this, "Window title");
 droplist.Add("item 1")
        .Add("item 2").Add("item 3");
}

GUI_APP_MAIN
```

```
{
 TestLayoutDropListItems().Run();
}
```

The second question, I remember somebody asked not long ago and i have answered that, maybe not to his satisfaction. Let me do a quick search.

Happy coding!

BR,
Lance