Subject: Re: Layout files versus embedded code
Posted by mirek on Sun, 19 Feb 2023 09:12:57 GMT
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Nope. See this:

```
#define LAYOUTFILE <Days/Days.lay>
#include <CtrlCore/lay.h>
```

This is actually the layout definition and it is embedded directly to sources.

AFAIK, this is very similar to C# does. The one difference is that while C# dialog designer produces complex C# code with multiple warning in comments "do not edit by hand", in U++, thanks to macros, we have a bit nicer "format"

```
LAYOUT(DaysLayout, 320, 64)
 ITEM(Upp::EditDate, date1, LeftPosZ(52, 100).TopPosZ(8, 19))
 ITEM(Upp::Label, dv___1, SetLabel(t_("Date 1")).LeftPosZ(8, 40).TopPosZ(8, 19))
 ITEM(Upp::EditDate, date2, LeftPosZ(212, 100).TopPosZ(8, 19))
 ITEM(Upp::Label, dv___3, SetLabel(t_("Date 2")).LeftPosZ(168, 40).TopPosZ(8, 19))
 ITEM(Upp::Label, result, LeftPosZ(8, 304).TopPosZ(36, 19))
END_LAYOUT
```

which definitely can be and often is edited as text, but with a bit of macro trickery is actually possible input for C++ compiler.

So no, no external files, layouts are C++ code.