
Subject: Re: My Simple U++ Application
Posted by [mirek](#) on Sun, 29 Oct 2006 02:54:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Comments:

I feel a little bit uneasy calling `exploreEditors` in constructor. In my book, that is not a very good practice, I would rather make it a separate call...

I would rather used `TimeCallback` for `Splash` - direct use of "timer ID" comes with danger of ID clash - there is even some "protocol" about enumerating these IDs to avoid this (see e.g. `ToolBar`). `TimeCallback` wastes a little space, but is easy to use.

"Ini" configuration format is OK, but least important. Usually, we use binary serialization for `.cfg` files (`Serialize` method, `operator%`) or `CParser` or `Xml(ize)`.

Mirek
