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Subject: Re: easiest way to convert a Topwindow into a control

Posted by [mirek](#) on Sun, 29 Oct 2006 03:27:53 GMT

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yeus wrote on Sat, 28 October 2006 14:06

How does a user-class have to be declared, for beeing accepted as user class in the layout designer resource file?

Well, depends on desired level of integration.

Usually I just do nothing (I am lazy person) and use "User class", then fill in the name of class, being happy with empty rectangle to visualize the widget.

If you want higher level, you need .usc script.

Quote:

(btw another thing: what about "spin-off" products of my applications? I have written several control classes, which are kind of practicable. Is there anyone who i can give those to? Who can check the code and decides, whether to add them to ultimate++ or not?)

For now I recommend "useful code snippets" forum, or development forums.

There also seem to be suggestions for "U++ extensions" separate sourceforge project. Perhaps a nice idea, I see that at the moment a lot of useful is happening, but core U++ team is quite limited in resources (-> not much time to check).

Mirek

Mirek

Mirek

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