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Subject: Re: My Simple U++ Application  
Posted by [yeohhs](#) on Sun, 29 Oct 2006 05:02:05 GMT  
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Hi Mirek,

Thank you very much for your comments. You're absolutely right about calling member function in constructors. I will put a "load" button in the lay file to call the function.

Thanks. I will learn how to use TimeCallback.

U++ is great. It provides several ways for handling cfg files. I dislike registry. In future U++ apps, I will use the several methods you mentioned.

Best Regards,  
Yeoh

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P.S. Yes, I prefer to use one lay file for each class. My idea is to have 4 files in each class: cpp, h, lay and iml. If the class needs more than one layout, it will be in the lay file for that class. I suppose there is a U++ coding style somewhere in the documentation. I will search for it.