
Subject: Re: IDE&GUI Builder Help
Posted by [gprentice](#) on Wed, 23 Nov 2005 06:51:58 GMT
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IAmMe wrote on Tue, 22 November 2005 17:06

ok so now, i have an empty layout. I would like to add a RichTextEdit and a menu bar. How can i do that?

Could you plz do a "How to start a GUI app tutorial" web page plz?

Thx, your software seems great.

On the upp website upp.sf.net, have a look at doc page
[http://upp.sourceforge.net/www\\$uppweb\\$documentation\\$en-us.html](http://upp.sourceforge.net/www$uppweb$documentation$en-us.html)

The key things to look at are overview
[http://upp.sourceforge.net/www\\$uppweb\\$overview\\$en-us.html](http://upp.sourceforge.net/www$uppweb$overview$en-us.html)

and slicing the hello world example, which shows how to create a menu
[http://upp.sourceforge.net/examples\\$uppweb\\$HelloWorld\\$en-us.html](http://upp.sourceforge.net/examples$uppweb$HelloWorld$en-us.html)

Also look at the Menu reference example.

To create a RichEdit component you need to right click on layout window, select "User Class", then in the pane to the left of the layout window you need to type RichEdit (there's a drop down button but RichEdit isn't in the list yet) - you can also put RichEditWithToolBar - this is the "class name field" and to its right is the variable name field (where you put the name you choose for the RichEdit object).

You also need to add this to your header file before the .lay include
`#include <RichEdit/RichEdit.h>`

and you need to add the RichEdit package to your main package.

(RichEdit is a bit more complex than most widgets - it's also powerful).

Graeme