
Subject: [Feature request] Libraries!

Posted by [g00fy](#) on Sun, 03 Dec 2006 19:16:33 GMT

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Hi all,

Maybe the title is somehow obscure because U++ IS a library, but what I mean is... I would like some way to compile it into a .lib (MS Visual Studio), a .dll (Windows), a .so (Linux), an .a (mingw), ...

Maybe it's already possible, I don't really know...

I just came from wxWidgets and I have to say it's rather simple... After you read through the code . I was having difficulties with placing an Image in the TrayArea . But one thing I have to say is that wxWidgets might be bigger... It's MUCH more extensible, and supports a lot more platforms. The comparison is a little flawed I think because wx 'looks' better. And no, I am not here to start some flamewar, I am just asking for libraries .

One thing that eludes me is all these codes you can put in prompts. Before I was used to call a messagebox like

```
wxMessageBox(const wxString& message, const wxString& caption = "Message", int style = wxOK, wxWindow *parent = NULL, int x = -1, int y = -1)
```

And now it's like

PromptOK, PromptAbortRetry, ... (or Prompt & tell it yourselves)

But so far I couldn't get it to center on my screen and show above every application.

So I made there this tray-hello-icon program, and doubleclicked the trayicon... The promptok-message prompted below every window! (and I had like 20 open), so I saw it was opened, but it didn't show .

Pretty fast and nifty library I think once I'll get the hang of it, but not entirely mature I guess?

Oh, did I say I really miss libraries?

Greetz!

EDIT:

BTW, the IDE ROCKS! It's the best opensource IDE I have ever seen... Little rough on the edges, but really really good!

EDIT2:

```

#include "TrayIcon.h"

#define IMAGECLASS Tray
#define IMAGEFILE "Bombs.iml"
#include <Draw/iml.h>

struct App : TrayIcon {
    void Info() {
//      Icon(Tray::Icon1());
        PromptOK("TrayIcon launched this prompt!");
//      Icon(Tray::Icon());
    }

    void Menu(Bar& bar) {
        bar.Add("Info..", THISBACK(Info));
        bar.Separator();
        bar.Add("Exit", THISBACK(Break));
    }

    typedef App CLASSNAME;

    App() {
        WhenBar = THISBACK(Menu);
        WhenLeftDouble = THISBACK(Info);
        Icon(Tray::Small());
        Tip("This is U++ tray icon");
    }
};

GUI_APP_MAIN
{
    App().Run();
}

```

The problem is that when you rightclick on the trayicon, it appears in the left upper corner of the screen. Otherwise it nicely pops up in the middle of the screen. Don't know how to reproduce to pop under every window.
