
Subject: Re: Start a new project on Ultimate++?
Posted by [fallingdutch](#) on Fri, 15 Dec 2006 09:15:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Wofgang,

Wolferl2 wrote on Fri, 15 December 2006 09:49
So Ultimate++ would be a good choice.

it is a good choice

Wolferl2 wrote on Fri, 15 December 2006 09:49
Is there a chance to start a new project that would run within 12 months on the Mac?

Can I print in a nice way in Ultimate++ (beside from drawing lines in absolute printer coordinates)?

Is the Array-Control extensible, so that I can add text-completion into the input cells of the grid?

Can I format the Array Control, so that it looks nice (no cell borders, background colors, frames, font size e.g.)

Can I say "dear ArrayControl, please print yourself on the printer and be sure all your content fits on 1 page wide and 2 pages tall" ?

I would really like to start using a new UI Framework and I hope all my needs can be done with Ultimate++

Wether U++ will fully support MacOS within 12 month i realy don't know, but i guess luzr will tell you.

I haven't done any printing with u++ before but i do know there is a pdf-printing function, maybe that could help you with your decission.

The ArrayCtrl is nice, but uno wrote a nice grid control which is worth a look at!
<http://dgs.pac.pl/dgs.php?page=upp&sub=grid>

Bas
