
Subject: Re: Start a new project on Ultimate++?
Posted by [mirek](#) on Fri, 15 Dec 2006 09:35:41 GMT
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Wolferl2 wrote on Fri, 15 December 2006 03:49

Is there a chance to start a new project that would run within 12 months on the Mac?

It is the next big thing. I would like to say "yes". OTOH, honestly according to one year old roadmap, it should have been done 5 months back...

So all I can say is that we will start development I/2007. Meanwhile, it seems that U++ can run quite well as X11 app in MacOS (this is already tested).

Quote:

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

Well, depends what you mean by "nice". But yes, my U++ apps do a lot of printing, mostly database reports.

Quote:

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

Wrong question. You put regular widgets into cells. So the thing you want to do is to create your widgets with text completion. (Which reminds me to put text completion on ToDo list

Quote:

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

You have the full control over the cell appearance using the Display class. For simple cases (like colors and font size) you can also use AttrText values.

Quote:

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" ?

No. But you can write a 10 lines of code to do that. OK, not sure how "be sure all your content fits" will work when number of ArrayCtrl lines is variable, but generally, printing is simple.

Mirek
