jimmygyuma wrote on Tue, 10 April 2007 18:28
1. On poking around in the docs, it seems that U++ graphics are outdated.

The basic set of operations of Draw is intentionally kept minimal, at bare minimum needed to build GUI applications.

Advanced operations are planned to be covered by special package.

Of course, depends on what exactly you need now. Perhaps be more specific.

Quote:
2. Another likely deal breaker. The designer creates its own file. Designers are used to get a lot of the grunt work done, but eventually you have to abandon it and go to the code. I have used Java and Qt and inevitably there would come a point when I had to go back, in the code, and change a lot of what the designer had produced. Also, in Qt for example, there is no QScrollView in the toolkit, so you put something else in as a place holder then go back to the code and change everything to handle a QScrollView. So, if TheIDE doesn't produce code, what do you go back and change?

Well, this one is trivial. To put "unknown" widget into your design, just use "User class" and type in any name you wish. Alternatively, you can even leave the name empty, in this case you have to add it in your derived structure.

U++ layout designer in fact produces "base class templates", so you can access and modify all members easily by code.

Mirek