Subject: strange looking window
Posted by bitsun on Wed, 02 May 2007 20:58:51 GMT

My company has decided to use UPP as the GUI development library. But we still stick to VC2005.

Now I am already able to compile and debug C++ program using UPP in VC2005. The funny thing is that the window I program in VC2005 has a different look than the window created by theIDE.

First I want to confirm one point, the core,ctrlcore,ctrllib,draw,richtext,plugin/bmp,plugin/png,pl ugin/z
are the fundamental libraries, on which all GUI programs are based on, is that right?

I have tried two ways to build upp static libraries.
OK , then I will show how I achieve it.
1, Use the $blitze.obj files created by theIDE, then created win32 project,add all the neccessary object files under the MSC8.Debug_full.Gui directory to the project, then build the project as static library.

2, build the source(i only build the source code in the 7 libraries that i mentioned above) totally with VC2005, without theIDE.
So i have two versions of upp static libraries.
But when I test my first upp program,it compiles and links successfully(with both versions of static libraries), but I got a strange look of the window(in both cases)

It is supposed to look like a window like this :

All the upp windows that I create have dark color and the buttons have no borders at all.

However,if I do not use these static libraries ,but add these object files created by theIDE directly to the my project,then everything is fine. The created windows are normal.

Is there any difference between the static libraries and the objects files. Since I use exactly the same object files to build the static libraries(in the first build method I mentioned above), I guess they should be equivalent.
Anyway static library is a better solution,it would be annoying to add these objects files every time when I create a new project.

Thanks in advance.

Bitsun

File Attachments
1) strange.JPG, downloaded 925 times