Subject: Is the Layout Designer outdated?
Posted by MeerMusik on Tue, 18 May 2021 21:15:02 GMT
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Hello.

I finally started to try to learn UPP. From within the Layout Editor I added a Label and a Button.
The basic Layout File then contains:
LAYOUT(TryToLearnUPPGUIPartLayout, 864, 652)
 ITEM(LabelBase, Label1, SetText(t_("\vI am a
Label!\n")).SetAlign(ALIGN_CENTER).SetInk(Color(226, 42, 0)).LeftPosZ(340, 72).TopPosZ(64,
52))
 ITEM(Upp::Button, Button1, LeftPosZ(204, 368).TopPosZ(192, 168))
END_LAYOUT

When I try to compile this, I always end up with with the Error Message
C:/Dev/GitRepos/AKKomPolToolUPP/TryToLearnUPPGUIPart/TryToLearnUPPGUIPart.lay (2):
error: 'class Upp::LabelBase' has no member named 'LeftPosZ'

Same is true for TopPosZ. I also get this Error:
C:/Dev/upp/uppsrc/CtrlCore/lay0.h (59): error: 'class Upp::LabelBase' has no member named
'LayoutId'

The only thing I have changed is giving the Items an Name. What am I missing? Thanks in
advance!

Subject: Re: Is the Layout Designer outdated?
Posted by Oblivion on Tue, 18 May 2021 21:44:22 GMT
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Hello MeerMusik,

From what you describe, is it possible that you manually type "LabelBase" in the layour editor?

Because LabelBase is not itself a Ctrl. The correct ctrl should be Label or LabelBox. That's why
you are getting the error.

Correct items are available under the right click (context) menu -> static submenu.

Or you can select or change them in the dropdown menu:

or you can type Upp::Label, if you prefer to edit the layout file manually.

```
ITEM(Upp::Label, Label1, SetLabel(t_("I am a
label")).SetAlign(ALIGN_CENTER).SetInk(Color(226, 42, 0)).LeftPosZ(281, 72).TopPosZ(93, 52))
```

Best regards,
Oblivion

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File Attachments
1) designer.png, downloaded 300 times

Subject: [Solved] Re: Is the Layout Designer outdated?
Posted by MeerMusik on Tue, 18 May 2021 22:03:22 GMT
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No I did not typed that. I did a right click and added it from the Context Menu. No Idea what went
wrong. I fixed it now. Also what confused me for a while: In the C++ Header File I have to write
"LabelBase Label1" but in the Layout File it is just Upp::Label - guess that is Part of the Charme of
UPP. And here I thought Qt was doing some weird mixed things. Seems UPP is doing even more
things to achieve that "Less Lines of Code Concept" :)

Thank you anyway!

Subject: [Solved] Re: Is the Layout Designer outdated?
Posted by Oblivion on Tue, 18 May 2021 22:25:40 GMT
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Hello MeerMusik,

Quote:
 Also what confused me for a while: In the C++ Header File I have to write "LabelBase Label1" but
in the Layout File it is just Upp::Label - guess that is Part of the Charme of UPP.

Layout file is just a simple C++ file, there is nothing magical, no special processing, really. Only a
couple of C++ macros (to simplify templating, and naming).

This:

```
struct MyWindow : TopWindow {
 Label label1;
```

```
MyWindow()
{
Title("Window title").Sizeable().Zoomable().SetRect(0,0,640, 400);
Add(label1. SetLabel(t_("I am a label")).SetInk(Color(226, 42, 0)).LeftPosZ(13, 243).TopPosZ(20,
144));
}
};
```

Layout:

```
LAYOUT(MyWindowLayout, 640, 400)
 ITEM(Upp::Label, Label1, SetLabel(t_("I am a label")).SetInk(Color(226, 42, 0)).LeftPosZ(13,
243).TopPosZ(20, 144))
END_LAYOUT
```

Cpp:

```
#define LAYOUTFILE <MyWindow/MyWindow.lay>
#include <CtrlCore/lay.h>

class MyWindow : public WithMyWindowLayout<TopWindow> {
public:
 MyWindow()
 {
  CtrlLayout(*this, "Window title");
 }
};
```

The layout code does the ctrl instantiating for you. That's all. While the latter may seem complex
at first glance, it actually simplifies things a lot, if you build complex GUIs. Not to mention it relies
on C++ templating rules so the errors will be caught by the c++ compiler on compile-time.

Best regards,
Oblivion

Subject: Re: [Solved] Re: Is the Layout Designer outdated?

Posted by MeerMusik on Tue, 18 May 2021 23:04:08 GMT

Thanks for the Detailed Explanation! :thumbup: