Subject: impression of U++
Posted by Anonymous on Tue, 22 Aug 2006 00:56:13 GMT
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After investigate U++ for several hours,I was surprised by a reference code(splitter),it's so simple,so amazing.U++ is great.
except some minor things have to be deal with:I18N and L10N.

such great GUI Toolkit is not very known to public,really strange.

Subject: Re: impression of U++
Posted by fudadmin on Tue, 22 Aug 2006 02:37:48 GMT
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hongdong wrote on Tue, 22 August 2006 01:56After investigate U++ for several hours,I was surprised by a reference code(splitter),it's so simple,so amazing.U++ is great.
except some minor things have to be deal with:I18N and L10N.

such great GUI Toolkit is not very known to public,really strange.

How did you find U++?

Subject: Re: impression of U++
Posted by fudadmin on Tue, 22 Aug 2006 02:41:35 GMT
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And, btw, post everywhere you can in your language... because we can't translate... And what about translating later bit by bit?

Subject: Re: impression of U++
Posted by Anonymous on Tue, 22 Aug 2006 02:43:04 GMT
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on the web,I have searched a lot of things about C++ GUI lib,by chance I found U++.In chinese web,there little pages mentioned U++ and VCF,more smartwin and WTL,and then wx is well know.

Subject: Re: impression of U++
Posted by Anonymous on Tue, 22 Aug 2006 02:53:37 GMT
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fudadmin wrote on Mon, 21 August 2006 22:41And, btw, post everywhere you can in your

language... because we can't translate... And what about translating later bit by bit?

if I have time ,that is no problem,I work for a communication company,programming is not my major,I just want to write some code to manage my SDH paths,I have nearly finished one using MFC,I plan to upgrade the database structure and switch a easy GUI Tool,before I have investigate WX(too huge),QT(don't like),VCF(not finish and memory consume),WTL and smartwin(both I like very much,but I have to do a lot of work).
attatch 1.png is my current program
attatch 2.png is my plan

File Attachments

1) 1.PNG, downloaded 1957 times

PathFinder 0.9 draft

注销 | 配置 | 同步 | 帮助

端口资源 | 通道资源 | 高阶路由 | 低阶路由 | 电路信息 | 查询统计 | 辅助信息 | 随手记记

- 端口资源
  - 潮阳综合楼
  - 潮州综合楼
  - 东莞东城
  - 东莞三元里
  - 东莞综合楼
  - 佛山桂江
    - FS2-桂江
    - FS3-桂江
    - FS3-桂江扩1
    - FS3-桂江扩2
    - HXH1-GJ-SL64
    - HXH2-桂江
    - HXH2-桂江-扩1
    - HXH3-GJ-1670
    - YXH1-桂江
    - YXH2-桂江
    - YXH3-桂江
    - YXH4-GJ-SMA16
    - YXH5-GJ-SMA16
    - YXH6-GJ-1660
    - YXH7-GJ-1660
    - ZXH1-桂江
    - ZXH2-GJ-SL64
    - ZXH2-GJ-SMA4-1
    - ZXH2-GJ-SMA4-2
    - ZXH2-GJ-SMA4-3
    - ZXH2-GJ-SMA4-4
    - ZXH3-GJ-1660-1
    - ZXH3-GJ-1660-2
    - ZXH3-GJ-1660-3
    - ZXH3-GJ-1660-4
    - ZXH3-GJ-1660-5
    - ZXH3-GJ-1660-6
    - ZXH3-GJ-1670
  - 佛山综合楼
  - 广州东兴
  - 广州番禺富华
  - 广州较场西
  - 广州清河东
  - 广州全球通
  - 广州天河
  - 广州西德胜
  - 广州西华
  - 河源综合楼
  - 惠州东平
  - 惠州江北
  - 惠州综合楼
  - 江门江海
  - 江门综合楼
  - 揭阳全球通
  - 茂名综合楼
  - 梅州综合楼
  - 清远综合楼
  - 汕头全球通
  - 汕尾全球通

槽位: 机盘: 版本: 序列号:

添加 删除

槽位	机盘	版本	序列号
1	PQ1		
2	PQ1		
3	PQ1		
4	PQ1		
5	SD4		
6	SD4		
11	PQ1		
12	PQ1		

序号
1
2
3
4
5
6
7

创建端口连接 (*):

序号	源端端口

端口连接列表(*):

No.	物理连接名称
1	FS3-桂江/3_SLQ4.01&&FS3-桂江扩1/5_SD4.01
2	FS3-桂江/3_SLQ4.02&&FS3-桂江扩1/5_SD4.02
3	FS3-桂江/8_SLQ4.01&&FS3-桂江扩1/6_SD4.01
4	FS3-桂江/8_SLQ4.02&&FS3-桂江扩1/6_SD4.02

通道:

No.	占用通道	电路信息
#1	FS3-桂江扩1/5_SD4.01#1 < == > YDH4-潮阳综合楼扩2/5_SD4...	广州-深圳30N100
#2	SZ3-坂田-扩1/10_SD4.01#2 < == > FS3-桂江扩1/5_SD4.01#2	广州-深圳30N100
#3	SZ3-龙岗-扩1/9_SD4.01#4 < == > FS3-桂江扩1/5_SD4.01#3	广州-深圳30N100
#4	FS3-桂江扩1/5_SD4.01#4 < == > YXH10-湛江综合楼/6_S16#3	广州-深圳30N100

详细路由:

<FS3-桂江扩1/5_SD4.01&&FS3-桂江/3_SLQ4.01 VC4#1><<佛山长长3系统/W155M3>>佛山综合楼/11_SPO8.03&&HXH4-佛山综合楼/13_SPO8.08 VC4#1><<核心环4系统/E155M22>>惠州综合楼/12_SPO8.08&&YDH4-惠州综合楼/12_SPO8.06 VC4#1><<粤东环4系统/W155M17>>潮阳综合楼/3_SLQ4.04&&YDH4-潮阳综合楼扩2/5_SD4.02 VC4#3>

Subject: Re: impression of U++
Posted by fudadmin on Tue, 22 Aug 2006 02:54:54 GMT
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hongdong wrote on Tue, 22 August 2006 03:43on the web,I have searched a lot of things about C++ GUI lib,by chance I found U++.In chinese web,there little pages mentioned U++ and VCF,more smartwin and WTL,and then wx is well know.

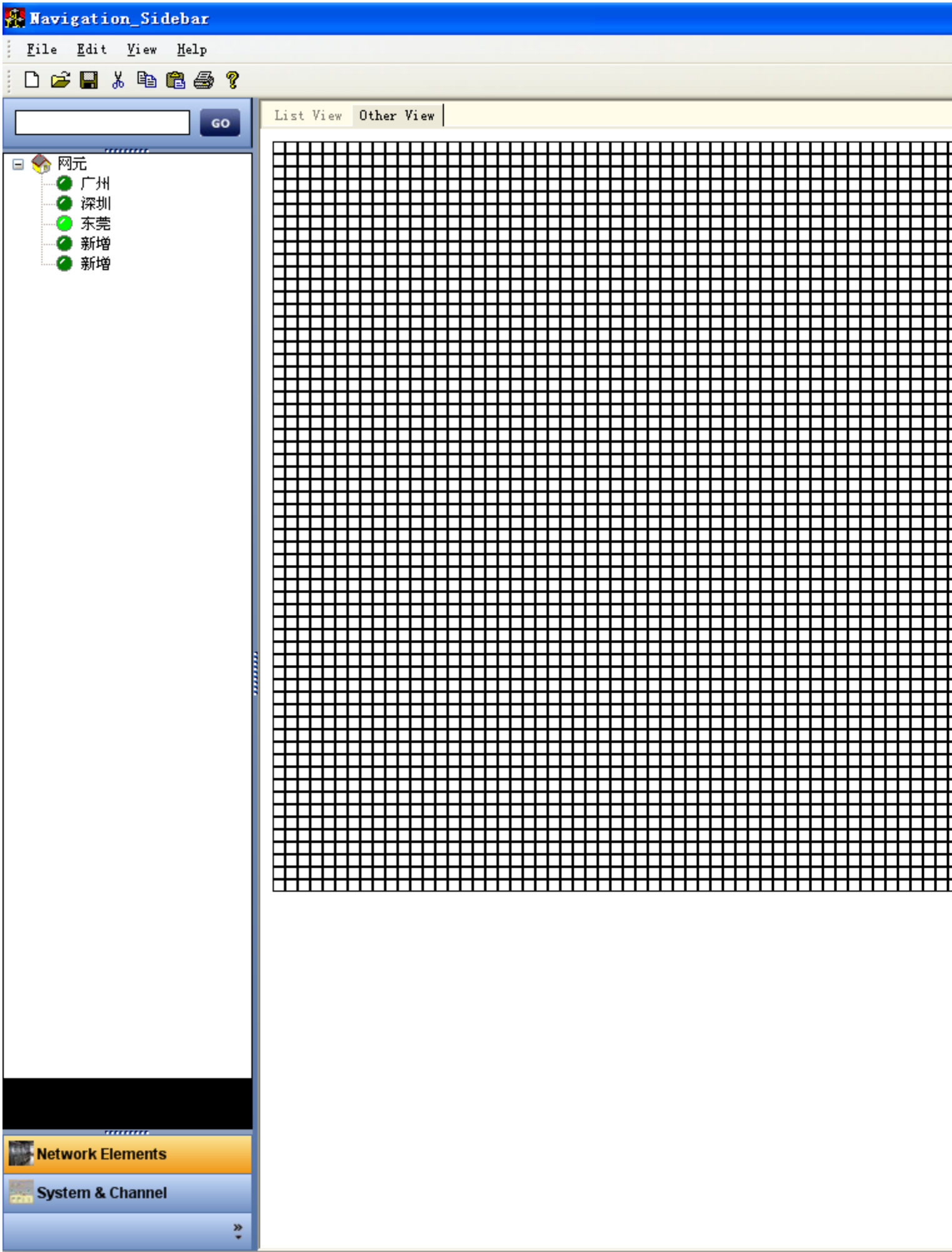
If you post somewhere or find any links you, please, add them to "U++ in media" section on forums here... ok? thanks!

And if any problems with U++, just ask! if you see any need, we might add international sections here, as well. Just need people who know U++ and can translate... I wish you a good progress and cooperation!

Subject: Re: impression of U++
Posted by Anonymous on Tue, 22 Aug 2006 02:54:54 GMT
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2.png

File Attachments
1) 2.PNG, downloaded 2047 times


Navigation_Sidebar
File
Edit
View
Help
GO
网元
广州
深圳
东莞
新增
新增
List View
Other View
Network Elements
System & Channel

Subject: Re: impression of U++
Posted by Anonymous on Tue, 22 Aug 2006 02:56:15 GMT
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fudadmin wrote on Mon, 21 August 2006 22:54hongdong wrote on Tue, 22 August 2006 03:43on the web,I have searched a lot of things about C++ GUI lib,by chance I found U++.In chinese web,there little pages mentioned U++ and VCF,more smartwin and WTL,and then wx is well know.

If you post somewhere or find any links you, please, add them to "U++ in media" section on forums here... ok? thanks!

And if any problems with U++, just ask! if you see any need, we might add international sections here, as well. Just need people who know U++ and can translate... I wish you a good progress and cooperation!

you are welcome!

Subject: Re: impression of U++
Posted by fudadmin on Tue, 22 Aug 2006 02:57:46 GMT
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Btw, please post screenshots with a lot of mono-color (like those yours) in PNG format...

Subject: Re: impression of U++
Posted by Anonymous on Tue, 22 Aug 2006 02:58:38 GMT
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fudadmin wrote on Mon, 21 August 2006 22:57Btw, please post screenshots with a lot of mono-color (like those yours) in PNG format...

sorry!

Subject: Re: impression of U++
Posted by fudadmin on Tue, 22 Aug 2006 03:07:09 GMT
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hongdong wrote on Tue, 22 August 2006 03:58fudadmin wrote on Mon, 21 August 2006 22:57Btw, please post screenshots with a lot of mono-color (like those yours) in PNG format...

sorry!

Don't worry! We are very friendly here... Just trying to save the bandwidth... ... If you are not afraid to share some of your code and need more intensive help, you can start posting in "users

applications in progress" section. Just to let you know...

Subject: Re: impression of U++
Posted by Anonymous on Tue, 22 Aug 2006 03:15:42 GMT
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Yes,I catch it

Subject: Re: impression of U++
Posted by fudadmin on Tue, 22 Aug 2006 03:18:54 GMT
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hongdong wrote on Tue, 22 August 2006 04:15Yes,I catch it

Hey, and please, re-post your screenshots! Let people learn chinese here and show that U++ can work with it...

Subject: Re: impression of U++
Posted by Anonymous on Tue, 22 Aug 2006 04:05:01 GMT
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fudadmin wrote on Mon, 21 August 2006 23:18hongdong wrote on Tue, 22 August 2006 04:15Yes,I catch it

Hey, and please, re-post your screenshots! Let people learn chinese here and show that U++ can work with it...
sorry,just a job on hand

Subject: Re: impression of U++
Posted by Anonymous on Tue, 22 Aug 2006 04:07:38 GMT
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they are PNGs now