Subject: Object Hierarchy
Posted by 3togo on Fri, 06 Oct 2006 03:40:10 GMT
View Forum Message <> Reply to Message

Below is Object Hierarchy for GTK++

```
GObject
  +----GInitiallyUnowned
       +----GtkObject
            +----GtkWidget
                 +----GtkContainer
                      +----GtkBin
                           +----GtkEventBox
```

Is there anything similar in U++ ?

Subject: Re: Object Hierarchy
Posted by mirek on Fri, 06 Oct 2006 06:58:02 GMT
View Forum Message <> Reply to Message

No. I think that for the next version there will be something based on assist++ (C++ parser) - generated dynamically.

Subject: Re: Object Hierarchy
Posted by zsolt on Fri, 06 Oct 2006 08:35:15 GMT
View Forum Message <> Reply to Message

A small part of hierarchy from Doxygen generated documentation:

```
# Data
   * Ctrl
        o ArrayCtrl
             + PopUpTable
                  # ChoiceList
             + SqlArray
             + ValueArrayCtrl
        o ArrayPair
        o Bar
             + Bar::ScanKeys
             + BarCtrl
             + BarScanHelp
        o BarPane
        o ButtonOption
        o ColorPopUp
```

o ColorPusher
    + ColorButton
o ColorSelector
o ColumnList
o ColumnList::Info
o CtrlArray
o CtrlArray::Item
o DHCtrl
    + GLCtrl
o DragDropCtrl
    + ImageBrowseCtrl
    + PathEditorCtrl
    + PlotterCtrl
    + VectorCtrl
o DragDropCtrl
o DropBox
    + DropList
o EditField
    + EditValue< DataType, Cv >
        # EditMinMax< DataType, Cv >
            * EditDoubleSpin
                o EditDoubleNotNullSpin
            * WithDropChoice< EditDouble >
                o FontHeight
        # EditMinMaxNotNull< DataType, Cv >
    + EditValue< double, ConvertDegree >
    + EditValue< double, ConvertDouble >
    + EditValue< int, ConvertInt >
    + EditValue< WString, ConvertString >
    + UnitEdit
o FormulaCtrl
o FrameCtrl< Ctrl >
o HeaderCtrl
o HexView
o HSVCtrl
o ImageCtrl
o KeyCtrl
o LocalLoop
    + PointLooper
    + RectTracker
o MenuItemBase
o OcxControl
    + OcxRunnableControl
        # Calculator
o OldTreeCtrl
o PalCtrl
o ParentCtrl
o PathStyleMapCtrl

- o Picture
- o ProgressIndicator
- o Pusher
  - + Button
    - # FetchColorCtrl
    - # FrameCtrl< Button >
  - + DataPusher
    - # ColorCtrl
    - # DropPusher
    - # PathStyleCtrl
  - + Option
    - # SqlOption
- o ReportView
- o RGBCtrl
- o RichEdit
  - + RichEditWithToolBar
- o RichTextView
  - + RichTextCtrl
- o SeparatorCtrl
- o Slider
- o SliderCtrl
- o Splitter
- o SplitterFrame
- o StaticRect
  - + ArrayCtrl::CellCtrl
  - + BarCtrl::SizeCtrl
  - + LNGCtrl
  - + SqlDetail
  - + TabPageCtrl
  - + VectorDes
- o StaticText
  - + Label
    - # LabelBox
- o Switch
- o TabCtrl
- o TabCtrl::Tabs
- o TextCtrl
  - + DocEdit
  - + LineEdit
    - # CodeEditor
- o ToolButton
- o ToolTip
- o TopWindow
  - + DlgHelpTopic
  - + DlgShot
  - + DocCtrl
  - + HelpWindow
  - + PromptDlgWnd__

+ SqlConsole
+ SqlObjectTree
+ TabDlg
+ VectorImageEditor

o TrayIcon
o TreeCtrl
+ OptionTree
o WheelRampCtrl
+ ColorRampCtrl
+ ColorWheelCtrl

Subject: Re: Object Hierarchy
Posted by mirek on Fri, 06 Oct 2006 14:26:57 GMT
View Forum Message <> Reply to Message

zsolt wrote on Fri, 06 October 2006 04:35A small part of hierarchy from Doxygen generated documentation:

Well, I was always afraid that U++ hierarchy is too big to be practically useful....
