
Subject: Object Hierarchy

Posted by [3togo](#) on Fri, 06 Oct 2006 03:40:10 GMT

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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

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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

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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
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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....
