Subject: My Simple U++ Application
Posted by yeohhs on Sat, 28 Oct 2006 07:21:34 GMT
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This is a U++ program (version 0.0.1 alpha) released for testing and comments.

Features implemented
1. Splash screen
2. About dialog
3. Menu and popup menu
4 Toolbar
5. Status bar
6. Options dialog
7. Help (using Topic++)
8. Editors dialog (only shows DocEdit and LineEdit)
9. use of .rc file to embed program icon and version info.

This program is meant as a simple template program which I will use to explore the various aspects of U++.

I'm still new to U++ so I would appreciate any ideas or suggestions on this simple template. I want to get it right so that later I will write an article that explains how this program works.

Thanks in advance
Yeoh
--
This version is obsolete so I have deleted it. The latest version is in a later posting below.

Subject: Re: My Simple U++ Application
Posted by forlano on Sat, 28 Oct 2006 16:55:47 GMT
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yeohhs wrote on Sat, 28 October 2006 09:21This is a U++ program (version 0.0.1 alpha) released for testing and comments.

Features implemented
1. Splash screen
2. About dialog
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Thanks in advance
Yeoh

Hi Yeoh,

very nice work! It was helpful for me. I was still unaware of Topic and how to use it. U++ is a continue surprise for me. But now I filled the gap.
Please continue on this line, with very simple interaction among widgets... sorry, controls. When all normal controls are covered perhaps a simple application about sqlite would be greatly appreciated by our forum.
Many thanks,

Luigi

Subject: Re: My Simple U++ Application
Posted by mirek on Sun, 29 Oct 2006 02:54:40 GMT
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Comments:

I feel a little bit uneasy calling exploreEditors in constructor. In my book, that is not a very good practice, I would rather make it a separate call...

I would rather used TimeCallback for Splash - direct use of "timer ID" comes with danger of ID clash - there is even some "protocol" about enumerating these IDs to avoid this (see e.g. ToolBar). TimeCallback wastes a little space, but is easy to use.

"Ini" configuration format is OK, but least important. Usually, we use binary serialization for .cfg files (Serialize method, operator%) or CParser or Xml(ize).

MIrek

Subject: Re: My Simple U++ Application
Posted by mirek on Sun, 29 Oct 2006 03:12:28 GMT
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P.S.:

I usually place more than single layout in .lay file, but this one is rather matter of personal preferences...

Subject: Re: My Simple U++ Application
Posted by yeohhs on Sun, 29 Oct 2006 04:53:05 GMT
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Hi Luigi,

Thanks for testing it. I'm glad it helps.
Yes, I will do one for SQLite.

Best Regards,
Yeoh

Subject: Re: My Simple U++ Application
Posted by yeohhs on Sun, 29 Oct 2006 05:02:05 GMT
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Hi Mirek,

Thank you very much for your comments. You're absolutely right about calling member function in constructors. I will put a "load" button in the lay file to call the function.

Thanks. I will learn how to use TimeCallback.

U++ is great. It provides several ways for handling cfg files. I dislike registry. In future U++ apps, I will use the several methods you mentioned.

Best Regards,
Yeoh
--
P.S. Yes, I prefer to use one lay file for each class. My idea is to have 4 files in each class: cpp, h, lay and iml. If the class needs more than one layout, it will be in the lay file for that class. I suppose there is a U++ coding style somewhere in the documentation. I will search for it.

Subject: Re: My Simple U++ Application

Posted by fallingdutch on Sun, 29 Oct 2006 07:28:41 GMT
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to help you some with TimeCallback:
http://www.arilect.com/upp/forum/index.php?t=msg&goto=38 80&#msg_3882
It is about letting a Label bling by using a TimeCallback

Bas

Subject: Re: My Simple U++ Application
Posted by yeohhs on Sun, 29 Oct 2006 09:52:15 GMT
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Hi Bas,

Thanks. This forum has tons of useful information.

Best Regards,
Yeoh

Subject: Re: My Simple U++ Application
Posted by yeohhs on Sun, 29 Oct 2006 10:42:44 GMT
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Here is the revised version.

Changes
1. it now has load buttons to load text into DocEdit and LineEdit controls.
2. splash screen now uses TimeCallback object
3. bug fix: popup menu

Thanks and best regards,
Yeoh
--
File attachment deleted.
This version is obsolete so I have deleted it. Please see posting below for the latest version.
Thanks.

Subject: Re: My Simple U++ Application
Posted by yeohhs on Fri, 10 Nov 2006 13:42:54 GMT

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Hi,

This is the latest version of my simple U++ program.

It now covers all of the "most frequently used" controls as shown in the layout editor. This version only shows how to create the control and set, get values from the control. No fancy or complicated C++ code.

Also, there is a custom USC file for UPX compression and file deletion.

Thanks and best regards,
Yeoh
--
P.S. This program was built using U++ 611-dev1 version and tested on Win2000 with MSC8 Optimal Build.

Obsolete attachment removed. Please see corrected version below.

Subject: Re: My Simple U++ Application
Posted by masu on Fri, 10 Nov 2006 15:30:46 GMT
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, thanks !

I got two errors where you explicitely give the class qualifier in the class declarations.

Matthias

Subject: Re: My Simple U++ Application
Posted by yeohhs on Fri, 10 Nov 2006 17:16:26 GMT
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Hi Matthias,

Thanks for reporting the errors.
They were in LineEditor.h and DocEditor.h.
Fixed!

Best Regards,
Yeoh
--

Subject: Re: My Simple U++ Application
Posted by gprentice on Fri, 10 Nov 2006 19:17:07 GMT
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Yeoh

Nice work. On my system the window was positioned off screen at startup and I had to use the system menu to move it back on screen - i.e. Alt Space -> M -> use left arrow key to bring the window in view. Using Windows cascade or tile wouldn't bring the window in view for some reason. (Win XP).

I have a 20 inch widescreen LCD - 1680 by 1050 or something.

Graeme

Subject: Re: My Simple U++ Application
Posted by yeohhs on Sat, 11 Nov 2006 09:56:46 GMT
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Hi Graeme,

Thanks for reporting. This is strange as I assumed the main window automatically centers itself on the screen with the correct Z order. You're right about this too. I noticed that sometimes when I run it from theIDE, it is "hidden". There must be a Z order problem somewhere.

I'll have to look into the U++ source to see what is really happening.

Will post a revised version soon.

Best Regards,
Yeoh

Subject: Re: My Simple U++ Application
Posted by mirek on Sat, 11 Nov 2006 10:47:32 GMT
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What about simply looking at TopWindow docs?

(OK, I know - it is unusual to have things documented in U++

(OTOH, right now, only undocumented basic widgets those in Static.h and ScrollBar.h).

Mirek

Subject: Re: My Simple U++ Application
Posted by gprentice on Sat, 11 Nov 2006 10:58:46 GMT
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I should have been more helpful and said it's only off-screen the first time or if I delete the config (.cfg) file. If the config file is present the app comes up in centre screen. Also the splash window is always centre screen.

Splash=0
SaveWinPos=0
PosX=0
PosY=0

I'll see what else I can find.

Graeme

Subject: Re: My Simple U++ Application
Posted by gprentice on Sat, 11 Nov 2006 11:05:14 GMT
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Looks like it's just that you don't initialize class members mainwposx_ posy if there's no config file.

Graeme

Subject: Re: My Simple U++ Application
Posted by yeohhs on Sat, 11 Nov 2006 13:40:23 GMT
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Yes, that's it. Thanks, Graeme.

Fixed version now uploaded!

Obsolete attachment deleted.

Subject: Re: My Simple U++ Application
Posted by masu on Sun, 12 Nov 2006 18:47:36 GMT
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Hi Yeoh,

I had tested your application under FreeBSD (it was winXP before) and I got an error, but I don't know what the reason is.

/home/masu/projects/upp/MyUppApp/MyUppApp.iml:4: error: expected unqualified-id before numeric constant

So I commented the affected line and it seems that it is not needed at all.

Matthias

Subject: Re: My Simple U++ Application
Posted by yeohhs on Mon, 13 Nov 2006 03:24:27 GMT
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masu wrote on Mon, 13 November 2006 02:47
So I commented the affected line and it seems that it is not needed at all.
Matthias

Hi Matthias,

Thanks for testing it under FreeBSD.
Yes, you're right. The "Complex" image in MyUppApp.iml is now not used. MSC8 did not detect this! I must look at the compiler options again.

Fixed! Corrected version now uploaded.

Best Regards,
Yeoh
--
P.S. File attachment deleted. Please see latest upload below.

Subject: Re: My Simple U++ Application
Posted by Balage on Tue, 19 Dec 2006 00:03:15 GMT
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I cannot download. Zero bytes come down.
Why's that?

Subject: Re: My Simple U++ Application
Posted by forlano on Tue, 19 Dec 2006 08:25:52 GMT
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Balage wrote on Tue, 19 December 2006 01:03I cannot download. Zero bytes come down. Why's that?

Hello,

do not try to open directly, but at the download prompt use save option instead. Then it should appear.
Luigi

Subject: Re: My Simple U++ Application
Posted by Balage on Tue, 19 Dec 2006 09:10:07 GMT
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That's not the problem. It's after I save the file (with Firefox), the resulting file is 0 bytes in size.

If I try with konqueror, I can also select the dl dir, but as soon as the dl begins, I get this: "Connection to host www.ultimatepp.org is broken."

Subject: Re: My Simple U++ Application
Posted by zsolt on Tue, 19 Dec 2006 10:02:30 GMT
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I think, uploaded files disappeared after forum migration.

Subject: Re: My Simple U++ Application
Posted by yeohhs on Tue, 19 Dec 2006 14:12:57 GMT
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Hi,

I've uploaded the latest version.
It now uses some Windows specific code for storing the config file.

Also, wrote the initial draft Table of Contents in the Topic++ file and will be planning and writing the tutorial in the Topic++ files.

Best Regards,
Yeoh
--

Obsolete attachment deleted.

Subject: Re: My Simple U++ Application
Posted by yeohhs on Fri, 22 Dec 2006 13:05:50 GMT
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Hi,

This version uses Upp namespace.

Merry Christmas and a Happy 2007 to all.

Best Regards,
Yeoh
--

File Attachments

1) myuppapp_20061222.7z, downloaded 730 times

Subject: Re: My Simple U++ Application
Posted by AngelPortal on Thu, 28 Dec 2006 09:44:25 GMT
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could tell me how to compile the program?
I new on U++ and would like to have some tips in how to use it.

Angel Portal
angelp@correios.net.br

Subject: Re: My Simple U++ Application
Posted by AngelPortal on Thu, 28 Dec 2006 09:49:39 GMT
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all the iml file are empty!!!

Subject: Re: My Simple U++ Application
Posted by yeohhs on Fri, 29 Dec 2006 05:11:02 GMT
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AngelPortal wrote on Thu, 28 December 2006 17:44could tell me how to compile the program?
I new on U++ and would like to have some tips in how to use it.

Angel Portal
angelp@correios.net.br

Hi,

Use 7-Zip to unpack the 7z file into your MyApps folder. Then run TheIDE and you should see MyUppApp package in the MyApps assembly.

You can then open the MyUppApp package and compile the package.

Best Regards,
Yeoh

Subject: Re: My Simple U++ Application
Posted by yeohhs on Fri, 29 Dec 2006 05:27:31 GMT
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AngelPortal wrote on Thu, 28 December 2006 17:49all the iml file are empty!!!

Hi,

This is strange!

This version was built using Ultimate++ 612-dev2, compiled with MSC8 Optimal build and tested on Windows 2000.

Best Regards,
Yeoh

Subject: Re: My Simple U++ Application
Posted by DuncanShortland on Mon, 05 Feb 2007 20:00:29 GMT
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Downloaded the myuppapp example successfully.

Compiling using 612-dev3 with MSC8 compiler.

Comes up with the following errors all in shlobj.h

The ID's before in first 4 cases are COORD and the last NETRESOURCE.

Any suggestions as to what I am doing wrong.

The errors:

```
D:\packages\Include\shlobj.h(1063) : error C2146: syntax error : missing ';' before identifier
'dwScreenBuffe
 rSize'
D:\packages\Include\shlobj.h(1063) : error C4430: missing type specifier - int assumed. Note: C++
does not su
 pport default-int
D:\packages\Include\shlobj.h(1063) : error C4430: missing type specifier - int assumed. Note: C++
does not su
 pport default-int
D:\packages\Include\shlobj.h(1064) : error C2146: syntax error : missing ';' before identifier
'dwWindowSize'

D:\packages\Include\shlobj.h(1064) : error C4430: missing type specifier - int assumed. Note: C++
does not su
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D:\packages\Include\shlobj.h(1064) : error C4430: missing type specifier - int assumed. Note: C++
does not su
 pport default-int
D:\packages\Include\shlobj.h(1065) : error C2146: syntax error : missing ';' before identifier
'dwWindowOrigi
 n'
D:\packages\Include\shlobj.h(1065) : error C4430: missing type specifier - int assumed. Note: C++
does not su
 pport default-int
D:\packages\Include\shlobj.h(1065) : error C4430: missing type specifier - int assumed. Note: C++
does not su
 pport default-int
D:\packages\Include\shlobj.h(1068) : error C2146: syntax error : missing ';' before identifier
'dwFontSize'
D:\packages\Include\shlobj.h(1068) : error C4430: missing type specifier - int assumed. Note: C++
does not su
 pport default-int
D:\packages\Include\shlobj.h(1068) : error C4430: missing type specifier - int assumed. Note: C++
does not su
 pport default-int
D:\packages\Include\shlobj.h(3577) : error C2146: syntax error : missing ';' before identifier 'nr'
D:\packages\Include\shlobj.h(3577) : error C4430: missing type specifier - int assumed. Note: C++
does not su
 pport default-int
D:\packages\Include\shlobj.h(3577) : error C4430: missing type specifier - int assumed. Note: C++
does not su
 pport default-int
```

Subject: Re: got error "PathAppend undefined"
Posted by amando1957 on Wed, 10 Sep 2008 17:22:20 GMT
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Hi to all,

Tried to run it at WIN2K with 2008.1, but got the following (excerpt):

```
C:/upp/out/MyUppApp/MINGW.Debug.Debug_full.Gui.Main\$blitz.o: In function
`_ZN8MyUppApp11che
 ckConfigEv':
D:/upp/MyApps/MyUppApp/MyUppApp.cpp:313: undefined reference to
`__imp__PathAppendA@8'
D:/upp/MyApps/MyUppApp/MyUppApp.cpp:315: undefined reference to
`__imp__PathAppendA@8'
D:/upp/MyApps/MyUppApp/MyUppApp.cpp:339: undefined reference to
`__imp__PathAppendA@8'
D:/upp/MyApps/MyUppApp/MyUppApp.cpp:340: undefined reference to
`__imp__PathAppendA@8'
C:/upp/out/MyUppApp/MINGW.Debug.Debug_full.Gui.Main\$blitz.o: In function
`_ZN7OptionsC1Ev':
```

The only files were "PathAppend" can be found in are "MyUppApp.cpp" and "Options.cpp".
Interesting that following code:

```
#ifdef flagWIN32
 TCHAR szPath[MAX_PATH];
 SHGetFolderPath(NULL, CSIDL_APPDATA, NULL, 0, szPath);
 PathAppend(szPath,"MyUppApp");
 PathAppend(szPath, cfgfile);
 fullpathtocfgfile = szPath;
#else
 fullpathtocfgfile = cfgfile;
#endif
```

can be found in both.
@Yeoh: that's intended? Seems to be redundant code.

Commenting one of them had the effect that the errors from before were gone, but got the missing "szPath", which is not a miracle.
Anyone has a hint for me please?

kind greets
Martin