Subject: What is VectorDes?
Posted by mobilehunter on Sat, 10 Feb 2007 06:15:34 GMT
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Hi Mirek,

First forgive me if i put at wrong forum

I looked at Ultimate++ source and found VectorDes code, and has DragDropCtrl.
My Questions are:
1. What is this VectorDes? Is this compileable? Found error while compiling around VectorObj.h
2. Is DragDropCtrl a Drag N Drop implementation for example dropping some files to window?

Thanks
Reza

Subject: Re: What is VectorDes?
Posted by mirek on Sat, 10 Feb 2007 09:39:29 GMT
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mobilehunter wrote on Sat, 10 February 2007 01:15Hi Mirek,

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Thanks
Reza

Not sure in what U++ version you have found it

VectorDes is abandoned piece of code. If it is still in U++ major release, it is a bug in release system.

It was intended as complement to RichEdit to design vector images. Maybe later we will reintroduce it in some better form.

AFAIK DragDropCtrl works within single application only.

I believe that for dropping files from windows manager to your application you do not need anything complicated, just override WindowProc and implement message handlers.

Mirek

Subject: Re: What is VectorDes?
Posted by mobilehunter on Sat, 10 Feb 2007 11:17:51 GMT
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I think i found inside 2007.1 beta3.

Subject: Re: What is VectorDes?
Posted by waxblood on Sun, 11 Feb 2007 10:49:01 GMT
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When I first saw Ultimate++ I 'discovered' VectorDes and wondered why it wasn't publicized on the site, I didn't thought that many others had such a feature. I'm a little sad about its disappear.

Anyway, I found a little strange that the editor is separated form laydes. In the future could you consider joining them? It could be a nice way to design eyecandy (and light) applications.

Subject: Re: What is VectorDes?
Posted by mirek on Sun, 11 Feb 2007 22:23:38 GMT
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waxblood wrote on Sun, 11 February 2007 05:49
Anyway, I found a little strange that the editor is separated form laydes. In the future could you consider joining them? It could be a nice way to design eyecandy (and light) applications.

Interesting idea....

Mirek

Subject: Re: What is VectorDes?
Posted by Dsonophorus on Thu, 07 Nov 2013 07:58:49 GMT
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Hi Mirek,

I may not have the latest version of U++. The version I have is win32 5485 taken from http://sourceforge.net/projects/upp/files/upp/

In it there are references to TDraw and TCtrlLib (do a find in files on the uppsrc dir) which look like dev branches that are incomplete and refer to DragDropCtrl. I checked nightly build 6532 and the DragDropCtrl the references are in that as well.

Your code is art Mirek, thanks for all the hard work!

Subject: Re: What is VectorDes?
Posted by mirek on Thu, 07 Nov 2013 09:03:17 GMT
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Please, ignore TDraw and TCtrlLib. Those are obsolete now.

Mirek