Subject: strange looking window
Posted by bitsun on Wed, 02 May 2007 20:58:51 GMT
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My company has decided to use UPP as the GUI development library. But we still stick to
VC2005.

Now I am already able to compile and debug C++ program using UPP in VC2005. The funny thing
is that the window I program in VC2005 has a different look than the window created by theIDE.

First I want to confirm one point, the core,ctrlcore,ctrllib,draw,richtext,plugin/bmp,plugin/png,pl
ugin/z
are the fundamental libraries, on which all GUI programs are based on, is that right?

I have tried two ways to build upp static libraries.
OK , then I will show how I achieve it.
1, Use the $blitze.obj files created by theIDE, then created win32 project,add all the neccessary
object files under the MSC8.Debug_full.Gui directory to the project, then build the project as static
library.

2, build the source(i only build the source code in the 7 libraries that i mentioned above) totally
with VC2005, without theIDE.
So i have two versions of upp static libraries.
But when I test my first upp program,it compiles and links successfully(with both versions of static
libraries), but I got a strange look of the window(in both cases)

It is supposed to look like a window like this :

All the upp windows that I create have dark color and the buttons have no borders at all.

However,if I do not use these static libraries ,but add these object files created by theIDE directly
to the my project,then everything is fine. The created windows are normal.

Is there any difference between the static libraries and the objects files. Since I use exactly the
same object files to build the static libraries(in the first build method I mentioned above), I guess
they should be equivalent.
Anyway static library is a better solution,it would be annoying to add these objects files every time
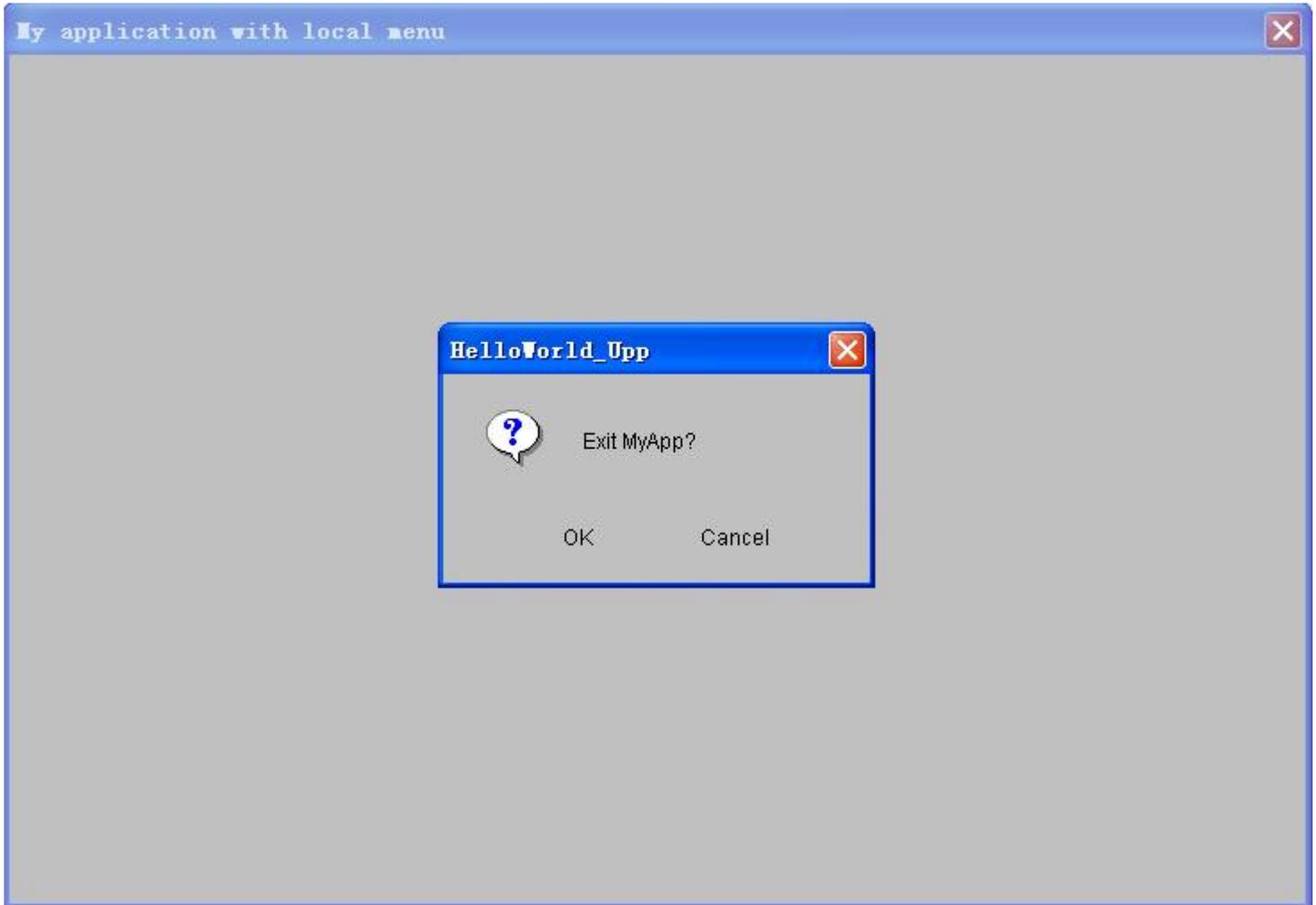when I create a new project.

Thanks in advance.

Bitsun

File Attachments
1) strange.JPG, downloaded 1203 times

Subject: Re: strange looking window
Posted by bitsun on Wed, 02 May 2007 22:44:49 GMT

I think I found out the reason, but dont know how to fix it.

When I build the static library with object files ,I got following warnings

CtrlLib.obj : warning LNK4221: no public symbols found; archive member will be inaccessible
CtrlCore.obj : warning LNK4221: no public symbols found; archive member will be inaccessible

The warnings are probably the reason why I got such strange window

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Subject: Re: strange looking window
Posted by mirek on Thu, 03 May 2007 15:21:14 GMT

Once again, this is .icpp issue.

U++ TheIDE handles these files differently - they are always linked as .obj, never as .lib. This is because they usually contain constructors (e.g. registration of Image formats) and no linkage to other .obj files, which would result in eliminating them by linker. If they are brought in as .obj, linker cannot eliminate them and constructor are called.

Search for other thread about VC++ projects (frankly, I am not sure what is the final verdict here...)

Mirek

Subject: Re: strange looking window
Posted by bitsun on Wed, 16 May 2007 11:05:54 GMT

 there's a linker switch to
disable eliminating unreferenced data.
Maybe this can solve the problem, where can I specify link options for MSVC in theIDE, is it possible? I look into "build method",there are only some switches for vc compiler.

Subject: Re: strange looking window
Posted by mirek on Thu, 17 May 2007 12:38:01 GMT

Why do you need to specify TheIDE options? I thought you are trying to build it in MSVC?

Subject: Re: strange looking window
Posted by bitsun on Fri, 18 May 2007 09:36:02 GMT

yes,I built the library in MSVC. But I also found out that theIDE can create these static libraries itself(just need to switch off blitz).
So now I am using theIDE to generate these static libraries for me. But, the same problem as I stated above, the ctrllib.obj is not linked into the static library. I have tried dumpbin to view the archived obj files within the file ctrlLib.lib.That's why I am asking if there is any options in theIDE to force the obj file to be linked into library, instead of being eliminated.(Maybe there is no such option at all)

Even if the ctrllib.obj is not present,the program can still link,but we get an ugly interface. Now I

wondering,Is the binary image using any symbols in ctrllib.obj? If yes ,why does the linker does not report any error,even if ctrllib.obj is not present.

Subject: Re: strange looking window
Posted by mirek on Sat, 19 May 2007 09:19:29 GMT
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Ah, I see.

But that is on purpose! Linking it into .lib file would result in the exact same problem you have encountered - there are no references from the rest of the code to the .obj, therefore linker would omit the object file.

The point is that you have to link that .obj directly! (Not sure it is possible with MSCV, but I think it should be).

Subject: Re: strange looking window
Posted by Novo on Wed, 23 May 2007 19:51:03 GMT
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The easiest ways to fix your problem is to call CtrlSetDefaultSkin(ChStdSkin, ChHostSkin) from one of the possible places listed below.

1) GUI_APP_MAIN;
2) A constructor of a class inherited from TopWindow;
3) A constructor of a "your_class : public your_layout<TopWindow>";

I think Mirek could put this call somewhere inside of TopWindow. That would solve all these problems with icpp files.

I hope that helps.

Subject: Re: strange looking window
Posted by mirek on Thu, 24 May 2007 21:14:49 GMT
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Novo wrote on Wed, 23 May 2007 15:51The easiest ways to fix your problem is to call CtrlSetDefaultSkin(ChStdSkin, ChHostSkin) from one of the possible places listed below.

1) GUI_APP_MAIN;
2) A constructor of a class inherited from TopWindow;
3) A constructor of a "your_class : public your_layout<TopWindow>";

I think Mirek could put this call somewhere inside of TopWindow. That would solve all these problems with icpp files.

I hope that helps.

That would solve the problem with CtrlLib.icpp. But there is a lot of other .icpp files.

Obviuously, alternative approach would be to provide some "register" function for each .icpp file, which could be empty and call in in MAIN. But we want to be as "automatic" as possible...

Subject: Re: strange looking window
Posted by Sc0rch on Sun, 19 Jul 2009 17:45:15 GMT
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I'm trying to create a plugin framework. From plugins I'm getting only the layouts now (for tests). But there is a very strange issue... Just run and press "Test Button" and try to use the layout.

After some days: I found a decision. I'm creating ctrl's by calling functions like that:

CtrlFactory::Execute("AddMTIBar", const Value& v1, ...);
Example: f->Execute("AddMTIBar", "Test Title"); // in plugin

Function must be defined in the host-program. In my decision it creates a callback (using this-pointer in host and using received parameters) and executes it.

Well, maybe it's a little complicated but it works good.

Best regards,
Anton

File Attachments
1) MSC9.Gui.rar, downloaded 444 times