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Subject: deciding whether to use this or VC on windows

Posted by [bonami](#) on Fri, 22 Jun 2007 02:39:27 GMT

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I'm such a newbie of GUI. formerly i only used VB. i see many programs now use gtk+, such as gaim and wireshark. someone suggested U++ so i'd like to give this a try.

though i want my program to be cross-platform, i need it to look like Windows on windows. i installed U++ and tested a couple of examples and see that the icons and UI are not like other windows programs (Win32 API?).

i know U++ is relatively young. but i need to know whether this can be and will be changed.  
thanks.

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Subject: Re: deciding whether to use this or VC on windows

Posted by [fudadmin](#) on Fri, 22 Jun 2007 03:23:15 GMT

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You can put any icons you like into \*.iml files. But can you answer why Apple didn't make iTunes and Safari to not look like Windows?

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Subject: Re: deciding whether to use this or VC on windows

Posted by [bonami](#) on Fri, 22 Jun 2007 03:37:00 GMT

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itunes are like many today's programs, having customized interface. but the key is they have common looking if you "open file...", which is a standard Win32/API dialog, or sth. can U++ do this?

anyway, i am considering whether i can bear the unfamiliar icons currently.

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Subject: Re: deciding whether to use this or VC on windows

Posted by [fudadmin](#) on Fri, 22 Jun 2007 04:39:24 GMT

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Icons it is not a problem. I've copied some windows icons into my upp linux applications just because I like them.

And because u++ anyway uses windows libraries e.g. to create windows (you can have a look at CtrlCore Win32 section) I do not see big problems to extend upp code and to have win32 dialogs. I have experimented with them (but ended with creating my own system with quick tree opener... and then just not using M\$ at all ).

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Subject: Re: deciding whether to use this or VC on windows

Posted by [bonami](#) on Fri, 22 Jun 2007 06:38:52 GMT

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i'm creating my first GUI application but the project it created automatically is not so alike as the sample CompDir. how should i define my window?

```
#include "EZComm.h" //this is automatically created
EZComm::EZComm()
{
  CtrlLayout(*this, "EZ Comm"); //i want a title so i added this
}
```

CompDir is  
class DlgCompareDir : public WithCompareDirLayout<TopWindow> {  
while mine is  
class EZComm : public TopWindow {

If I leave it as is, I have trouble compiling. Only after I changed it to class EZComm : public WithEZCommLayout<TopWindow> { does it succeed.  
why? must i look into the cdb file it generated to change this?  
what are the steps to create a GUI program?

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Subject: Re: deciding whether to use this or VC on windows  
Posted by [mezise](#) on Fri, 22 Jun 2007 07:18:54 GMT  
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bonami wrote on Fri, 22 June 2007 08:38and I found no WithCompareDirLayout in U++ directory!  
Search for "CompareDirLayout".  
It is in CompDir.lay file which contains macro items created by Upp layout designer  
Word "With" is added by the LAYOUT macro.  
To switch in TheIDE between the design view and the source view of the lay file click on this file and press Ctrl+T.

Look through manual entries on  
[http://www.ultimatepp.org/www\\$suppweb\\$documentation\\$en-us.htm](http://www.ultimatepp.org/www$suppweb$documentation$en-us.htm) , specially GUI Tutorial on  
[http://www.ultimatepp.org/srcdoc\\$CtrlLib\\$Tutorial\\$en-us.html](http://www.ultimatepp.org/srcdoc$CtrlLib$Tutorial$en-us.html) .  
Layouts example is described in section 16.

Michal

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Subject: Re: deciding whether to use this or VC on windows  
Posted by [bonami](#) on Fri, 22 Jun 2007 09:41:37 GMT  
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yeah. i forgot online manuals. thank you.  
but, hey, it says nothing about .lay, so i suppose it's not my situation.  
i c that WithEZCommLayout is necessary for me because it correlates .lay to my TopWindow

subclass. i just would like to know how i know the string without viewing .cdb, which is in the cfg dir of U++!

& it's awkward i cannot use the method in the tutorial, Title() to set my windows title, while having to use CtrlLayout() like CompDir.

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Subject: Re: deciding whether to use this or VC on windows

Posted by [mezise](#) on Fri, 22 Jun 2007 13:17:43 GMT

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I do not clearly understand your problem. Title() method works correctly for me. The best way to recognize your problem is to create a descriptive test package demonstrating it. Then pack it and attach the file on this forum. We will see what is going wrong.

Michal

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Subject: Re: deciding whether to use this or VC on windows

Posted by [mirek](#) on Fri, 22 Jun 2007 19:01:23 GMT

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bonami wrote on Fri, 22 June 2007 05:41yeah. i forgot online manuals. thank you.

BTW, most of documentation available online is just export of documentation delivered with U++. Just click that icon with question mark in your toolbar...

Mirek

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Subject: Re: deciding whether to use this or VC on windows

Posted by [bonami](#) on Fri, 29 Jun 2007 02:01:24 GMT

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IC. i created the package as without a main window. now i created a new package and it defaults to use CtrlLayout("this", "title");

Title() can set its title, but without CtrlLayout, it disables all .lay controls.

glad i've put a window with controls.

now the problems are library (dll) usage, which i've replied a post in ide::package subforum and control usages, which i'm learning.

trouble you guys later.

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