Subject: Howto add dynamic ctrls to topwindow
Posted by h3l1 on Sat, 30 Jun 2007 11:42:51 GMT
View Forum Message <> Reply to Message

Hi there,

just looked at the manual how to add a ctrl. I want to add ctrl's dynamically at runtime, depending on config file.

In the manual it says every widget has to be a member variable.
But I create the ctrl's with new, do I have to delete them or
will they be deleted automatically by the destructor of the topwindow.

Just trying to avoid memoryleaks

Thanks and bye
Heli

Subject: Re: Howto add dynamic ctrls to topwindow
Posted by mirek on Sat, 30 Jun 2007 13:01:30 GMT
View Forum Message <> Reply to Message

Array<SomeCtrlClass> (e.g. Array<Label>).

Or, if class is runtime info too, Array<Ctrl>.

Of course, this is just the basic principle, you can use any composition you want/need (ArrayMap, Array<SomeStructContaintWidget> etc...)

See:

http://www.ultimatepp.org/reference$DynamicDlg.html

Subject: Re: Howto add dynamic ctrls to topwindow
Posted by h3l1 on Mon, 02 Jul 2007 07:38:29 GMT
View Forum Message <> Reply to Message

Cool,

thanks. Sorry I didn't see the example.

Bye
Heli