Subject: IDE&GUI Builder Help
Posted by GizmoGorilla on Tue, 22 Nov 2005 20:29:29 GMT
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Dont know if this is the right spot for this so please excuse me if its not. Im getting back into programming after many years being away from it. Im looking for an IDE and a GUI builder to go with it. I've been looking at wxWidgets and it looks like it has both. It doesnt seem to me theres a GUI builder with U++. Is there a gui builder for U++. I would like to drag/drop widgets and have the code generated, and Im interested in tools that are gpl licensed. Any guidance or recomendations are greatly appreciated.

Thanks!
Gizmogorilla

Subject: Re: IDE&GUI Builder Help
Posted by mirek on Tue, 22 Nov 2005 20:55:23 GMT
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Yes, there is something that is equivalent to "GUI builder" in U++.

It is Layout Designer. To activate it, just start editing file with the .lay extension.

U++ does not generate the code - it is not needed. Instead, this .lay file is by some freaky process we tent to define as "multiincluding" converted to C++ templates that define layout of your dialogs (in other words, your GUI).

P.S.: BTW, instead of drag-drop widgets, right-click on layout to get menu.

P.P.S.: U++ is BSD licensed. The difference it that unlike GPL, you can use it for ANY purposes for fre..

Subject: Re: IDE&GUI Builder Help
Posted by IAmMe on Tue, 22 Nov 2005 22:06:06 GMT
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Quote:It is Layout Designer. To activate it, just start editing file with the .lay extension.

good to know

Quote:U++ does not generate the code - it is not needed. Instead, this .lay file is by some freaky process we tent to define as "multiincluding" converted to C++ templates that define layout of your dialogs (in other words, your GUI).

yes

Quote:P.S.: BTW, instead of drag-drop widgets, right-click on layout to get menu.

good to know too...

ok so now, i have an empty layout. I would like to add a RichTextEdit and a menu bar. How can i do that?

Could you plz do a "How to start a GUI app tutorial" web page plz?

Thx, your software seems great.

Subject: Re: IDE&GUI Builder Help
Posted by gprentice on Wed, 23 Nov 2005 06:51:58 GMT
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IAmMe wrote on Tue, 22 November 2005 17:06

ok so now, i have an empty layout. I would like to add a RichTextEdit and a menu bar. How can i do that?

Could you plz do a "How to start a GUI app tutorial" web page plz?

Thx, your software seems great.

On the upp website upp.sf.net, have a look at doc page
http://upp.sourceforge.net/www$uppweb$documentation$en-us.ht ml

The key things to look at are overview
http://upp.sourceforge.net/www$uppweb$overview$en-us.html

and slicing the hello world example, which shows how to create a menu
http://upp.sourceforge.net/examples$uppweb$HelloWorld$en-us. html

Also look at the Menu reference example.

To create a RichEdit component you need to right click on layout window, select "User Class", then in the pane to the left of the layout window you need to type RichEdit (there's a drop down button but RichEdit isn't in the list yet) - you can also put RichEditWithToolBar - this is the "class name field" and to its right is the variable name field (where you put the name you choose for the RichEdit object).

You also need to add this to your header file before the .lay include
#include <RichEdit/RichEdit.h>

and you need to add the RichEdit package to your main package.

(RichEdit is a bit more complex than most widgets - it's also powerful).

Graeme

Subject: Re: IDE&GUI Builder Help
Posted by mirek on Wed, 23 Nov 2005 08:02:45 GMT
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In addition to what Graeme said, to have window with richedit and menu, it is usually better to actually avoid using layout and use MenuBar as frame.

```
struct MyEditorWindow {
   MenuBar  menu;
   RichEdit edit;
.......
   MyEditorWindow() {
      Add(edit.SizePos()); // will fill entire view area
      AddFrame(menu); // will be at the top, reducing the view area
      .....
   }
};
```

Mirek

Subject: Re: IDE&GUI Builder Help
Posted by shoocho on Wed, 23 Nov 2005 09:04:46 GMT
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You should also add the following line:

#include <RichEdit/RichEdit.h>

Subject: Re: IDE&GUI Builder Help
Posted by cioannou on Mon, 02 Jan 2006 12:27:55 GMT
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Quote:

Could you plz do a "How to start a GUI app tutorial" web page plz?

Thx, your software seems great.

That's what I am looking for too , designed a window , put an ArrayCtrl & a label but all I get is a plain empty window.

Can't figure out what to do now.

Subject: Re: IDE&GUI Builder Help
Posted by mirek on Mon, 02 Jan 2006 12:36:18 GMT
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I guess that you are missing

CtrlLayout[OK][Cancel](dlg [, "title"])

call.

Check this reference example please:

http://upp.sourceforge.net/reference$Layout.html

Mirek