Subject: Widget that not supported yet by TheIDE
Posted by johnevans77 on Thu, 19 Jul 2007 03:33:17 GMT
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Dear All,

How to deal with widget that not supported yet by TheIDE layout designer?

I look at supported widget when adding widget to layout and found that not all of widget is supported yet. Should i add manually in my .cpp file (writing code), or we have another better way?

Please advise,
JE

Subject: Re: Widget that not supported yet by TheIDE
Posted by mrjt on Thu, 19 Jul 2007 10:18:54 GMT
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There are two ways:
1) In the Layout Designer right click and select 'User Class'. You get an empty ctrl that you can layout and you can then set the class type using the panel on the bottom left (eg. to ColumnList).

2) To add a control to the Layout Designer menu and have a preview available while laying out you can create a .usc file in your package and add a script for it. See CtrlLib/CtrlLib.usc for examples.

James.

Subject: Re: Widget that not supported yet by TheIDE
Posted by mirek on Thu, 19 Jul 2007 12:15:37 GMT
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mrjt wrote on Thu, 19 July 2007 06:18There are two ways:
1) In the Layout Designer right click and select 'User Class'. You get an empty ctrl that you can layout and you can then set the class type using the panel on the bottom left (eg. to ColumnList).

2) To add a control to the Layout Designer menu and have a preview available while laying out you can create a .usc file in your package and add a script for it. See CtrlLib/CtrlLib.usc for examples.

James.

Add 1:

There are in fact two situations:

- the class of widgets is defined at time layout file is included. In that case you can simply write the name of class into the field; you will only see a an empty rectangle with class name on the screen, but for custom widgets that is enough.

- if the class is defined at the point of .lay inclusion, you can still place it to the layout - just leave the field empty. In this case, you hace to the *public* member variable with the same id as "variable" field to your dialog (or layout) class.

Subject: Re: Widget that not supported yet by TheIDE
Posted by johnevans77 on Thu, 19 Jul 2007 13:42:03 GMT
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First, thank you for answers

I am sorry. Still did not get it.

Get in real problem, how can i add Image?

Or, just curious, is it a lot of control not supported yet?

JE

Subject: Re: Widget that not supported yet by TheIDE
Posted by mirek on Thu, 19 Jul 2007 16:00:27 GMT
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Image is not Ctrl...

If you need static widget that displays Image, use ImageCtrl.

Mirek

Subject: Re: Widget that not supported yet by TheIDE
Posted by fudadmin on Thu, 19 Jul 2007 17:25:44 GMT
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johnevans77,
My first guess, you've already explored EyeCare for your system tray needs.
My second guess, your boss is not happy because he can't see in Layout designer what kind of images you are putting inside his company's software ???

Btw, from EyeCare.lay:

```
LAYOUT(EyeCareLayout, 270, 216)
 ITEM(MenuBar, menu, LeftPosZ(0, 256).TopPosZ(0, 24))
 ITEM(ImageCtrl, image, LeftPosZ(10, 253).TopPosZ(32, 40))
 ....
END_LAYOUT
```

Subject: Re: Widget that not supported yet by TheIDE
Posted by johnevans77 on Fri, 20 Jul 2007 01:14:13 GMT
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Mirek,

I am sorry, but i can not find ImageCtrl from All widget i can put on designer.

fudadmin,
Sure. I have looked at EyeCare example Thank you.

So, regarding to EyeCare.lay, if someday i can not find widget on layout designer, i can add it manually to the code?

Please advice,
JE

Subject: Re: Widget that not supported yet by TheIDE
Posted by fudadmin on Fri, 20 Jul 2007 08:24:01 GMT
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johnevans77 wrote on Fri, 20 July 2007 02:14Mirek,

I am sorry, but i can not find ImageCtrl from All widget i can put on designer.

fudadmin,
Sure. I have looked at EyeCare example Thank you.

So, regarding to EyeCare.lay, if someday i can not find widget on layout designer, i can add it manually to the code?

Please advice,
JE

Yes.
LayDes is just to display things. With layouts you must think in C++ terms and have in mind:
1. if a widget is already supported (programmed) in C++/U++ but not programmed (you meant this "supported"?) in Laydes *.usc (this is why some U++ widgets are not shown or "fully" functional)
OR
2. You programmed in C++/U++ your own widget

------->then your actions:
1. enter the name of your widget class
2. enter the name of your widget instance
3. !!!important: #include your widget declarations correctly.

Subject: Re: Widget that not supported yet by TheIDE
Posted by fudadmin on Fri, 20 Jul 2007 08:39:21 GMT
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Quote:can I add it manually to the code?
"Manually" means you have 3 possibilities:
1. Semi-automatic - just fill in the LayDes fields with:
   1.1. name of your widget class
   1.2. name of your widget instance
   1.3 do postioning
2. "pure" manually with theide editor after shortcut "Ctrl_T"
3. manually or programatically with an editor of your choice or awk, ced, gvim etc.

P.S I use 1- 90%, 2-10% of cases.

Subject: Re: Widget that not supported yet by TheIDE
Posted by johnevans77 on Fri, 20 Jul 2007 12:18:50 GMT
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fudadmin wrote on Fri, 20 July 2007 10:39Quote:can I add it manually to the code?
"Manually" means you have 3 possibilities:
1. Semi-automatic - just fill in the LayDes fields with:
   1.1. name of your widget class
   1.2. name of your widget instance
   1.3 do postioning
2. "pure" manually with theide editor after shortcut "Ctrl_T"
3. manually or programatically with an editor of your choice or awk, ced, gvim etc.

P.S I use 1- 90%, 2-10% of cases.

Thank you very much I choose number 1 for now

Best regards,
JE
