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Subject: Two questions on U++

Posted by [indiocolifa](#) on Thu, 21 Feb 2008 02:38:37 GMT

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I don't fully understand two things on U++ UI architecture:

1. For which cases I should break the loop with 'Breaker'? I don't understand how this can be used for a top level window without childs, etc. I simply do Close, I don't break any loop.
2. I don't understand the use of "acceptor/rejector" methods. I created dialogs without using them, could not find a suitable use for them.

Thank you!

U++ is great!

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Subject: Re: Two questions on U++

Posted by [mirek](#) on Thu, 21 Feb 2008 15:07:04 GMT

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indiocolifa wrote on Wed, 20 February 2008 21:38 I don't fully understand two things on U++ UI architecture:

1. For which cases I should break the loop with 'Breaker'? I don't understand how this can be used for a top level window without childs, etc. I simply do Close, I don't break any loop.

Actually, Close detects whether TopWindow runs in modal loop and if it does, it performs Break instead of closing the window (It is a bit more complicated than that... but as first explanation, this will do).

Quote:

2. I don't understand the use of "acceptor/rejector" methods. I created dialogs without using them, could not find a suitable use for them.

Acceptor is method of Break that checks validity of data and if OK it finishes editation states. If some data are not valid (e.g. invalid date), exclamation prompt appears and the loop is not terminated.

Rejector is inverse to it. All edits are canceled. If there was performed backup of data state of dialog, data are restored from this backup.

Typically, Acceptor is bound to OK key, Rejector to Cancel.

Mirek

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