
Subject: Where to add event function in theide
Posted by [samsam598](#) on Thu, 21 May 2009 07:41:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sorry for the silly question since I can't find the answer after tried quite a while:

I was wondering where to add event function to a widget, say a button in theide when using the form designer?

Thanks for your help.
Regards,
Sam

Subject: Re: Where to add event function in theide
Posted by [mirek](#) on Thu, 21 May 2009 14:40:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Layout designer creates only the layout, it knows nothing about the final class.

There is a helper for adding THISBACKs (which is I guess rough equivalent to 'even function') in theide - just press Alt+T. Anyway, I am a little bit afraid not many use it now (I do not), maybe it would need some refinement, maybe adding handlers normally (with Assist and Alt+C) is good enough...

Mirek

Subject: Re: Where to add event function in theide
Posted by [samsam598](#) on Fri, 22 May 2009 01:22:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks so much for your help. I mean, for example, when one clicks a button named btnOK, something happens:

```
void btnOK_Click()
{
    PromptOK("Button btnOK is clicked.");
}
```

In the ide, when I create a form with a button, I can not find out where to add the above code.

ALT+T or Assist(ALT+C) all tried but it does not help.

Regards,
Sam

Subject: Re: Where to add event function in theide
Posted by [mirek](#) on Fri, 22 May 2009 08:26:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

samsam598 wrote on Thu, 21 May 2009 21:22 Thanks so much for your help. I mean, for example, when one clicks a button named btnOK, something happens:

```
void btnOK_Click()
{
    PromptOK("Button btnOK is clicked.");
}
```

In the ide, when I create a form with a button, I can not find out where to add the above code.

ALT+T or Assist(ALT+C) all tried but it does not help.

Regards,
Sam

I see.

First of all, do you already have dialog class?

[http://www.ultimatepp.org/reference\\$Layout.html](http://www.ultimatepp.org/reference$Layout.html)

(beware, above example shows how to create your dialog class, not your case).

Anyway, as long as you have such class, simply put

```
myOKbutton = callback(btnOK_Click);
```

into constructor.

Note that in 99.99% cases, you will rather want to call a method of dialog, not global level function. That is what Alt+T is designed for. Also, as soon as you type THISBACK(, Assist++ will offer a list of methods...

Another relevant example:

[http://www.ultimatepp.org/examples\\$Button.html](http://www.ultimatepp.org/examples$Button.html)

Just in this case, no layout is used. Anyway, using designed layout has very similar effect to adding "button" member variable and "Add(button.VCenterPos(20).HCenterPos(200));"...

Mirek

Subject: Re: Where to add event function in theide
Posted by [samsam598](#) on Fri, 22 May 2009 12:54:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sorry, sorry, so sorry to keep asking...

In both case you've described, I fully understood the point. My problem is that in the designer I create a button, and I gave it a name (in column "variable/id?") *btnOK*. Then I change to head file and cpp file where there is no such a variable named btnOK inside the entire file, not only any classes, so how can I call

btnOK=callback(btnOKClick); //where is variable *btnOK*?

This is the problem I met.
Thanks a million.

Regards,
Sam

Subject: Re: Where to add event function in theide
Posted by [cbpporter](#) on Fri, 22 May 2009 13:29:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

By using the Layout editor you create just a template, a recipe if you will, for creating a window or a widget that will have that layout and those fields. It is a definition, speaking in C terms. You need a declaration.

appending "With" to the name of the template:
class testWindows: WithTestLayout<TopWindow>

Now you have a class with that layout and it will contain your "btnOK". Yet you can search in the

In one of your methods from the class, usually the constructor, you can say:
btnOK=callback(btnOKClick);

Or if you want to use a less OOP approach, you can do:

```
WithTestLayout<StaticRect> b;  
b.btnOk=callback...
```

Notice this time I used StaticRect. You can apply the layout to anything you want, including Buttons, EditFields and every existing widget, including your own if you have written any custom widgets.

PS: Don't forget to call CtrlLayout. Without it your layout will appear null.

them.

Subject: Re: Where to add event function in theide
Posted by [samsam598](#) on Fri, 22 May 2009 13:54:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ah~
Got it and will experience later. Thanks so much for your prompt response!

Btw, may I ask is the GUI native feel and look to the platform like wxWidgets or just self-drawing like the one Qt does? Furthermore, for a beginner of U++, where should I start, the tutorial or the examples or something else?

Thanks.

Regards,
Sam

Subject: Re: Where to add event function in theide
Posted by [mr_ped](#) on Fri, 22 May 2009 14:10:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

While editing layout file, you can press Ctrl+T to see the actual C++ definition of edited layout. (although it consists of powerful macros, so it may be somewhat confusing to decode it)

Also you can use preprocess (Alt+F7) on the file where the layout is included and used to see final generated C++ code and get better idea how the layout editor works in U++.

Subject: Re: Where to add event function in theide
Posted by [mirek](#) on Fri, 22 May 2009 16:34:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

samsam598 wrote on Fri, 22 May 2009 09:54 Ah~
Got it and will experience later. Thanks so much for your prompt response!

Btw, may I ask is the GUI native feel and look to the platform like wxWidgets or just self-drawing like the one Qt does?

It is self-drawing. It has flexible skin system and on start, it skins itself to look and feel native (at least as close as possible).

Quote:

Furthermore, for a beginner of U++, where should I start, the tutorial or the examples or something else?

I think you should first go through

Getting Started With Ultimate++

of

[http://www.ultimatepp.org/www\\$upweb\\$documentation\\$en-us.htm](http://www.ultimatepp.org/www$upweb$documentation$en-us.htm) I

then play with examples and reference examples.

(the difference is that "examples" example tries to demo U++ in relatively complex apps, while "reference" example focuses on single aspect)

Mirek
