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 from 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 21:22Thanks 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

l see.

First of all, do you already have dialog class?

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

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

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

In both case you've described,I fully understood the poit.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,no 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 copporter 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 you layout will appear null.

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 experence later. Thanks so much for your prompt response!

Btw,may I ask is the GUI native feel and look to the platform like wxWidgtes or just self-drawing like the one Qt does?Furthermore,for a begenner 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 consist 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 09:54Ah~ Got it and will experence later.Thanks so much for your prompt response!

Btw,may I ask is the GUI native feel and look to the platform like wxWidgtes 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 begenner 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\$uppweb\$documentation\$en-us.htm I

then play with examples and reference examples.

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

Mirek

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