Subject: how to start TopWindow without GUI_APP_MAIN from other apps? [NEEDS IMPLEMENTATION...]
Posted by fudadmin on Sat, 18 Mar 2006 07:52:58 GMT
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how to start TopWindow without GUI_APP_MAIN from other apps?

Subject: Re: how to start TopWindow without GUI_APP_MAIN from other apps?
Posted by mirek on Sat, 18 Mar 2006 07:56:43 GMT
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fudadmin wrote on Sat, 18 March 2006 02:52how to start TopWindow without GUI_APP_MAIN from other apps?

Could you be more specific?

Is it about mixing U++ as "sublibrary" of application written using other framework?

Mirek

Subject: Re: how to start TopWindow without GUI_APP_MAIN from other apps?
Posted by fudadmin on Sat, 18 Mar 2006 08:00:31 GMT
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luzr wrote on Sat, 18 March 2006 07:56fudadmin wrote on Sat, 18 March 2006 02:52how to start TopWindow without GUI_APP_MAIN from other apps?

Could you be more specific?

Is it about mixing U++ as "sublibrary" of application written using other framework?

Mirek

something like that... . Would it be enough to re-write that macro?

Subject: Re: how to start TopWindow without GUI_APP_MAIN from other apps?
Posted by mirek on Sat, 18 Mar 2006 10:36:26 GMT
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fudadmin wrote on Sat, 18 March 2006 03:00luzr wrote on Sat, 18 March 2006 07:56fudadmin wrote on Sat, 18 March 2006 02:52how to start TopWindow without GUI_APP_MAIN from other apps?

Could you be more specific?

Is it about mixing U++ as "sublibrary" of application written using other framework?

Mirek

something like that... . Would it be enough to re-write that macro?

Yes.

In fact, those admittedly ugly macros serve two purposes:

- they hide main (Linux) vs. WinMain (Win) diferences
- they call some initialization and deinitialization code

BTW, alternatively, if your "main framework" is not using something similar (e.g. MFC does , it should be relatively harmless to use macros even in such framework...

Mirek

Subject: Re: how to start TopWindow without GUI_APP_MAIN from other apps?
Posted by dr_jumba on Mon, 31 Jul 2006 21:56:41 GMT
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fudadmin wrote on Sat, 18 March 2006 10:00Would it be enough to re-write that macro?
I guess yes.
I have tried to load upp code compiled as a shared library to another app.
I have rewritten GUI_APP_MAIN in 2 parts:
1st is the inititialize code before the call of GuiMainFn_();
2nd is the uninitialize code after GuiMainFn_();
