
Subject: Toggle layout/text view in Layout Designer
Posted by [MAD!C](#) on Thu, 07 Jan 2010 10:23:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

being a upp newbie, i initially wondered why i couldn't call the designer on layout files (version 1820). now i got the issue:

displaying contents of a .lay file, layout designer switches to text view when i compile and run my package pressing [F5] key. just tested: also happens using the menu command "debug/run (in debugger)"

is this a bug, or how can i switch back to layout view? i found no way other than restarting ide.

in addition, having closed the running application, the debugger still hangs on the final commands, requiring me to jump out of functions [shift-F11] 2 times to really close the app.

Subject: Re: Toggle layout/text view in Layout Designer
Posted by [koldo](#) on Thu, 07 Jan 2010 10:46:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello MADIC

Quote:displaying contents of a .lay file, layout designer switches to text view when i compile and run my package pressing [F5] key. just tested: also happens using the menu command "debug/run (in debugger)"

is this a bug, or how can i switch back to layout view? i found no way other than restarting ide.

Press Ctrl-T or menu "Edit/Edit using the designer" to go to the designer from the text editor. There is a reason for this behavior but I do not know it.

Quote:in addition, having closed the running application, the debugger still hangs on the final commands, requiring me to jump out of functions [shift-F11] 2 times to really close the app. Please tell us the operating system and compiler details. And, do this happen to you in any application or only in one ?. If it is the second case please give us more details and/or a simple sample code.

Best regards
Koldo

Subject: Re: Toggle layout/text view in Layout Designer
Posted by [MAD!C](#) on Thu, 07 Jan 2010 11:26:26 GMT

yoh! ctrl-t! works! got it! (so why does it switch?)

app exit hangs on a new project/package, using the first template ("... bla with main window" or so...). i use winxp sp3. just added some widgets as a test, nothing special...

settings are GUI MT, MINGW Debug. strange, compiling optimal, it still hangs, of course without any opportunity to quit but killing it.

below the code- and asm area the debugger shows
"emutls_destroy ()".

stepping in the next call [F11] shows "ntdll!LdrDisableThreadCalloutsForDll () from C:\WINDOWS\system32\ntdll.dll"

File Attachments

1) [screen.png](#), downloaded 580 times

Subject: Re: Toggle layout/text view in Layout Designer

Posted by [MAD!C](#) on Thu, 07 Jan 2010 11:27:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

package - 700 bytes of trouble

File Attachments

1) [jfa.zip](#), downloaded 486 times

Subject: Re: Toggle layout/text view in Layout Designer

Posted by [mr_ped](#) on Thu, 07 Jan 2010 12:26:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

generally speaking:

- during debug mode the layout editor is forced into text mode, because it makes much more sense in debugger, when you step over that part of code. (Layout is regular C++ code, so it can be debugged)

After debug mode is finished, it should turn back into original mode (either visual or text).

During edit you can switch the mode with Ctrl+T, if you are interested what C++ code is generated, or adjust something what is difficult to do visually.

MINGW + debugger is not working very well. Mirek(luzr) is mainly interested into MSC debugging in MS win environment, so unless you want to dig in (very deeply and low level) and figure out

what are current problems and how to fix them (Mirek is basically blaming gdb for most of the problems, so if you are fluent with gdb, you may try to use it outside of TheIDE to figure out what works well and what not).

I'm trying to avoid debugging as much as possible (tried TDD for simple small projects which were quite mathematical, so it was pleasure to do it that way ... for GUI applications it will be tougher, there's no problem to test inner "model" with UnitTest++, but I can't help with GUI testing so far), because I like to stick with gcc. (although I do try to compile my sources with MSCC just to make it more robust, it often helps to catch some minor bugs or ambiguous things in source)
If you insist on debugging and MS Win, you should definitely consider using Win SDK + MSCC, TheIDE debugger works much better in such case.

Subject: Re: Toggle layout/text view in Layout Designer
Posted by [koldo](#) on Thu, 07 Jan 2010 12:43:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello MADIC

mr_ped is right.

However if you want to work with MinGW you can:

- Disable multi threading flag (MT). Standard MinGW will probably work
- Compile with MinGW-TDM (<http://www.tdragon.net/recentgcc/>). This is more advanced than the official MinGW, the install is very easy (with installer) and it has demonstrated to work well. I advise you to use it.

Best regards
Koldo

Subject: Re: Toggle layout/text view in Layout Designer
Posted by [MAD!C](#) on Thu, 07 Jan 2010 12:51:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok, switched to MSC, exit works fine now. plus, now i understand why msc has been the default compiler after installation.

however, designer keeps the text view after exit - no problem knowing of this ctrl-t thing, just went weirdo before

thank you!!!
