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Subject: Application stub template

Posted by [dolik.rce](#) on Fri, 15 Jan 2010 13:28:18 GMT

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Hi,

Inspired by mr\_peds post about Ubuntu quickly, I've decided to write a simple template file for theide that would prepare stub of a GUI application, with most of the common functions ready to use. Or at least almost ready to use - after adding a few lines of application specific code.

I hope it could make it easier for beginners starting who just start to develop apps in U++. It should show at least some of the methods and tricks used in U++ (menu building, layouts, iml, ...).

Features: Creates main window

Creates menubar AND/OR toolbar

Optionaly creates status bar

Optionaly creates empty layout file

Creates iml file

Implements stubs for most common functions (file handling, exit, about box)

Works out of the box

If you want to try this, just copy attached file anywhere in your MyApp folder.

Any suggestions for improvements are welcomed.

Best regards,

Honza

EDIT: Attachment deleted, see newer version below.

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Subject: Re: Application stub template

Posted by [Zbych](#) on Fri, 15 Jan 2010 14:59:57 GMT

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dolik.rce wrote on Fri, 15 January 2010 14:28Any suggestions for improvements are welcomed.

Very nice template .

Just two comments:

1. add a DeQtF around filesel.Get() to show full file names.
  2. I think you should place declaration of class/functions in \*.h, rest of code in main.cpp. Right now almost everything is in \*.h
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Subject: Re: Application stub template

Posted by [dolik.rce](#) on Sun, 17 Jan 2010 19:21:32 GMT

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Hi Zbych!

Zbych wrote on Fri, 15 January 2010 15:59:1. add a DeQtf around filesel.Get() to show full file names. Missed that, thanks.

Zbych wrote on Fri, 15 January 2010 15:59:2. I think you should place declaration of class/functions in \*.h, rest of code in main.cpp. Right now almost everything is in \*.h Well I usually don't care in small apps like this one. But I agree that it's good practice to do so.

Both bugs are fixed in the attached file. Also added some more comments about what some parts of code do. I think that beginners will appreciate if this works a little bit as a tutorial.

Anyone has some more comments?

Best regards,  
Honza

EDIT: Attachment deleted, see newer version below

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Subject: Re: Application stub template

Posted by [Novo](#) on Mon, 18 Jan 2010 02:02:43 GMT

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dolik.rce wrote on Sun, 17 January 2010 14:21

Anyone has some more comments?

I'd make support for Imagelist optional and include support for Docking. Docking is cool.

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Subject: Re: Application stub template

Posted by [dolik.rce](#) on Mon, 18 Jan 2010 08:14:47 GMT

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Novo wrote on Mon, 18 January 2010 03:02: I'd make support for Imagelist optional and include support for Docking. Docking is cool.

Hi Novo,

The main reason for imagelist was exit icon There is none in CtrlImg (why?). But why not, it can be optional too.

I'm not sure what do you mean with docking support. Only reasonable feature I can imagine for small app like this is opening files on drag and drop to the window. Is that what you mean? Anyway, there is a little problem - I haven't learned any of that yet But you're free to contribute You can just send me the code (preferably based on the current template), I can convert it to template.

Best regards,

Honza

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Subject: Re: Application stub template  
Posted by [Novo](#) on Tue, 19 Jan 2010 05:05:42 GMT  
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I mean "bazaar/Docking". I personally use it all the time.  
I'll try to add support of Docking to your template during this week.

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Subject: Re: Application stub template  
Posted by [dolik.rce](#) on Sun, 24 Jan 2010 09:22:10 GMT  
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Hi all,  
Sorry for how long it took me. I've made the imagelist optional, as Novo suggested.

Any other ideas about what generic app should have or what should it demonstrate to U++ beginner? If not, what do the main developers think about adding this template to uppsrc?

Best regards,  
Honza

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#### File Attachments

1) [appstub.upt](#), downloaded 456 times

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