
Subject: Wizard(s) for various class generation...[FEATURE REQUEST][WORKAROUND]

Posted by [fudadmin](#) on Wed, 29 Mar 2006 00:31:00 GMT

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Wizard(s) for various class generation...

Subject: Re: Wizard(s) for various class generation...

Posted by [mirek](#) on Wed, 29 Mar 2006 09:02:45 GMT

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fudadmin wrote on Tue, 28 March 2006 19:31 Wizard(s) for various class generation...

I am looking forward the moment when I will have time again to play with that... (BTW, have you checked Layout code generator? that in fact solves the most frequent problem...)

Mirek

Subject: Re: Wizard(s) for various class generation...

Posted by [fudadmin](#) on Wed, 29 Mar 2006 09:20:04 GMT

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luzr wrote on Wed, 29 March 2006 10:02 fudadmin wrote on Tue, 28 March 2006 19:31 Wizard(s) for various class generation...

I am looking forward the moment when I will have time again to play with that... (BTW, have you checked Layout code generator? that in fact solves the most frequent problem...)

Mirek

I was going to ask how to use it... ?

Subject: Re: Wizard(s) for various class generation...

Posted by [mirek](#) on Wed, 29 Mar 2006 09:29:08 GMT

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Where is the problem?

Mirek

Subject: Re: Wizard(s) for various class generation...
Posted by [fudadmin](#) on Wed, 29 Mar 2006 10:12:28 GMT
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luzr wrote on Wed, 29 March 2006 10:29Where is the problem?

Mirek

Actually, I had in mind 2 things: "how to use it fast" and "how to customize generation".
Then following problems.

1.theide doesn't have "New file" menu option. That means if I started my app without *.lay file (not all apps are GUI!) , I have to create it from outside or copy from somewhere. Stupid waste of time. I really started hating that ultimate "underfeature" of Ultimate++.

2.then the generated MyClass looks like this:

```
class MyClass : public WithSetupLayout<TopWindow> {  
public:
```

```
    typedef MyClass CLASSNAME;
```

```
    MyClass();  
};
```

```
MyClass::MyClass()  
{  
    CtrlLayout(*this, "");  
}
```

3. So, in fact it's faster not to use it.

Subject: Re: Wizard(s) for various class generation...
Posted by [victorb](#) on Wed, 29 Mar 2006 10:17:54 GMT
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"1.theide doesn't have "New file" menu option. That means if I started my app without *.lay file (not all apps are GUI!) , I have to create it from outside or copy from somewhere. Stupid waste of time. I really started hating that ultimate "underfeature" of Ultimate++."

Of course you can add a new file from inside theide: right click somewhere in the the file list panel (under the packages list) and select "Insert package directory file(s)". You can either select an existing file or when typing a new name have the file created.

Theide definitely use an other way of all other ide and it also took me some time to figure this out.

Hope it helps,

Victor

Subject: Re: Wizard(s) for various class generation...

Posted by [mirek](#) on Wed, 29 Mar 2006 10:20:18 GMT

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1. Just insert file with .lay extension into your package.. 5 second work... Hardly underdevelopment. I cannot imagine easier way to do that - the only thing you have to enter is the name of file.

2. & 3. I do not get how based on 2. you came to conclusion 3. Perhaps you could be more specific there

Mirek

Subject: Re: Wizard(s) for various class generation...

Posted by [mirek](#) on Wed, 29 Mar 2006 10:31:08 GMT

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victorb wrote on Wed, 29 March 2006 05:17

Of course you can add a new file from inside the IDE: right click somewhere in the file list panel (under the packages list) and select "Insert package directory file(s)". You can either select an existing file or when typing a new name have the file created.

The IDE definitely use an other way of all other IDE and it also took me some time to figure this out.

I am sorry about this confusion, however the real reason is that there are 5 different similar "Insert file" operations. If any of them would be paired with equivalent "New file", we would have 10 different "Insert file" operations, quite a lot.

And the only difference between "New" and "Open" is that in "New" fileselector, you would not be allowed to select existing file, whereas in "Open" to enter non-existing. Seemed quite logical to merge both to me...

In any case, I have added the FAQ entry about this trouble.

Mirek

P.S.: Did you really expect us to create files by copying them to the package folder?

Subject: Re: Wizard(s) for various class generation...
Posted by [fudadmin](#) on Wed, 29 Mar 2006 10:54:59 GMT
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fudadmin wrote on Wed, 29 March 2006 11:12

1.theide doesn't have "New file" menu option. That means if I started my app without *.lay file (not all apps are GUI!) , I have to create it from outside or copy from somewhere. Stupid waste of time. I really started hating that ultimate "underfeature" of Ultimate++.

Oh, my goodness! Can you imagine gravity of habits?! In fact, I was very happy when I discovered that I can create new files from "insert new files" but I forgotten! That is unbelievable! I even wanted to ask how can assign a key combination for it because I couldn't find that item in "Setup"->"keys".
Anyway, thanks for reminding.
If you could make Ctrl-Shift-I...

Subject: Re: Wizard(s) for various class generation...
Posted by [fudadmin](#) on Wed, 29 Mar 2006 11:09:22 GMT
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luzr wrote on Wed, 29 March 2006 11:201. Just insert file with .lay extension into your package.. 5 second work... Hardly underdevelopment. I cannot imagine easier way to do that - the only thing you have to enter is the name of file.

2. & 3. I do not get how based on 2. you came to conclusion 3. Perhaps you could be more specific there

Mirek

More specific:

1. I don't want to enter layout names.
 2. I want an option to enter the name for base class
 3. I don't need CtrlLayout(*this, "");
 4. I want to have it saved as a class template (like *.upt).
-

Subject: Re: Wizard(s) for various class generation...
Posted by [mirek](#) on Wed, 29 Mar 2006 11:39:02 GMT
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1. Layout name? I guess rather the name of final class? (BTW, it is more or less a bug, anyway: click on that main switch in generator, click back and the name is filled for you

2. Well, base class name appears just on single place, it is as easy to edit it in code.
3. There will not be too much left there then?
4. .upt? Ok, I guess you would rather liked to have some class generator based on templates. Even that is planned...

Mirek

Subject: Re: Wizard(s) for various class generation...
Posted by [fudadmin](#) on Wed, 29 Mar 2006 11:51:19 GMT
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luzr wrote on Wed, 29 March 2006 12:39:1. Layout name? I guess rather the name of final class? (BTW, it is more or less a bug, anyway: click on that main switch in generator, click back and the name is filled for you

Mirek

but with extension Dlg. That gives MyClassDlg. Or am I doing something different?

Subject: Re: Wizard(s) for various class generation...
Posted by [fudadmin](#) on Wed, 29 Mar 2006 11:57:00 GMT
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fudadmin wrote on Wed, 29 March 2006 12:51luzr wrote on Wed, 29 March 2006 12:39:1. Layout name? I guess rather the name of final class? (BTW, it is more or less a bug, anyway: click on that main switch in generator, click back and the name is filled for you

Mirek

but with extension Dlg. That gives MyClassDlg. Or am I doing something different?

OK! Found it. If I name the layout MyClassLayout!
