Subject: U++ for newbees
Posted by TRNG98 on Thu, 04 Feb 2010 13:43:10 GMT
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It is very fantastic that you simply declare the layout of your progam , but I would like to see some detailed example, where all these small steps is very detailed explained as this is not so clear to all of us here.

MyApp().Sizeable().Run();

All the alternatives could be pointed out, and where to find
documentation/ complete lists.

CtrlLayout(modify);

If there is some default/implicit conversion of types,
this is very elegant, but as some time this should be
made clear, and a more explicit version can be compared.

array.Add(~modify.name, ~modify.surname, ~modify.address, ~modify.email);

The source and mapping of variable names

public WithAddressBookLayout<TopWindow>

... just a thought I have ....
... trying to make a child window

Subject: Re: U++ for newbees
Posted by alendar on Fri, 05 Feb 2010 03:33:50 GMT
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I like the AddressBook example. I used it to get started.

A Child window: Do you mean open a window from another main window?

Here's what I did (right or wrong):

In my main window definition:

1) AboutWin aboutWindow; // private, no need to make it public

2) To a menu click, I put "aboutWindow.Open();"
This created a modeless window and showed it.

3)
```
void Close() {
 TopWindow::Close();
}
```

Easy-peezy! It took a while to figure out though. There's an example of having a bunch of main windows and how to have a single event loop, but I didn't need anything fancy.

Note that you need to replace "TopWindow" with whatever you subclassed, or you'll miss something.
