
Subject: My Custom Control not seen
Posted by [xiackok](#) on Thu, 15 Apr 2010 22:56:56 GMT
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firstly im sory for bad english.

Im new to U++. Im start to programming with c and now im coding python. But u++ is very strong and easy, i love it.

Im tryin to rewrite old ball destroying game . First i wrote all codes in to my topwindow's class. Later i cleanup and split my code into game engine and viewport control classes. The game logic in GameEngine class. Im drawing game via GameViewport (my custom ctrl) ctrl.

But i can't saw anything and i debug. And i see my main window does not call GameViewport's Paint(overrided) method so nothing to see.

I attached my app if anyone show the bug i will be so happy.

File Attachments

1) [daireler.tar.gz](#), downloaded 312 times

Subject: Re: My Custom Control not seen
Posted by [Sender Ghost](#) on Fri, 16 Apr 2010 03:01:44 GMT
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Hello, Umur.

In the attachments you can find archive with changed files for your application.

Brief description:

- To avoid memory leaks you need to delete dynamically created objects before application window will be closed. For this purpose you can use class destructor.
- Custom control in the Upp application can be placed on stack instead of heap memory.
- Size of the rectangle for custom control was wrong.
- Other small changes.

File Attachments

1) [daireler.zip](#), downloaded 288 times

Subject: Re: My Custom Control not seen
Posted by [xiackok](#) on Fri, 16 Apr 2010 16:24:46 GMT
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Excellent. Thank you very much for your help. It working and i will upload a screenshot at night.

Subject: Re: My Custom Control not seen
Posted by [xiackok](#) on Sat, 17 Apr 2010 01:08:31 GMT
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there is first screen shot

File Attachments

1) [EkranGoruntusu.png](#), downloaded 477 times

#define IMAGEFILE <direter/viewport/images/iml>

