## Subject: GUI Form Editor Posted by Sc0rch on Wed, 19 May 2010 14:14:57 GMT

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GUI Form Editor 0.8.0 - Alpha release

```
Features:
```

```
native view of widgets;
supports layers;
supports nested forms;
customizable interface;
font-zoomed coordinates support;
different view modes (as-is, info, simple/wireframe);
... I don't remember all features =)
```

## Generated XML example:

```
<?xml version="1.0" encoding="UTF-8" standalone="yes" ?>
<!DOCTYPE form>
<form>
<layouts>
<item>
 <content>
 <item x="150" v="70" cx="70" cv="30" align="1" valign="1">
 <name>Noname</name>
 cproperties>
  cproperty name="Variable" value="Cancel"/>
  cproperty name="Label" value="Cancel"/>
  cproperty name="Type" value="Button"/>
  cproperty name="Action" value="Cancel"/>
  property name="Font.Height" value="0"/>
  cproperty name="OutlineDraw" value="false"/>
  </properties>
 </item>
 </content>
 <name></name>
 cproperties>
 cproperty name="Form.Width" value="230"/>
 cproperty name="Form.Height" value="110"/>
```

About DEMO: Please, test the editor and report the bugs! It was compiled with MSC9 in Optimal-mode.

## About SOURCES:

Bazaar: Sources of editor will be moved to bazaar with help of Koldo. Generated XML-forms are not very simple in use yet. And code is dirty and needs refactoring (too many hacks used to achieve result, and also I'm not a professional). So I need some advices and help. Linux: Editor compiles and works great with Ubuntu 10.04, but there are little problems with relative paths (nested forms not work), I'll try to fix it as soon as possible.

Best regards and sorry for my English! Anton

## File Attachments

1) FormEditor0.8.0Alpha.rar, downloaded 264 times

Subject: Re: GUI Form Editor

Posted by copporter on Wed, 19 May 2010 14:36:53 GMT

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Very interesting! The great part is that it looks good and is exactly what users expect and are used to. The layout editor from TheIDE while very functional is not what user except (as interface I mean).

First, a suggestion about XML. XML is in general free form. You can insert anything in it even if it has no logical structure, like adding a color property to something that has no color. Also, there are a few conventions that are used in most XML based standards, including W3C. Basically: <name>Noname</name>

is the recommended form for a name/value pair, and:

<variable>Cancel</variable>

What you are doing with your properties tag is using XML not to store free form data, but to store a data that has to be in that specific tag format and the format must be apparent in the XML. This is just a suggestion, you can of course leave it as it is.

And second, while this editor great, it would be more useful if you could edit ".lay" files so the forms can be used as templates in the code. After that, patching TheIDE to use this editor would

be trivial.

Subject: Re: GUI Form Editor Posted by koldo on Wed, 19 May 2010 18:54:39 GMT

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Hello Sc0rch

Code is just uploaded.