Subject: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by fudadmin on Sun, 02 Apr 2006 10:11:53 GMT

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I christened this topic "Forlano tabs" - how to reduce a headache by the proper use of the designer... because it's a continuation of forlano's series of "U++ beginners fundamental questions" which you can find in other parts of our forums... (inc. "How to combine two widget-class in the topwindow")

So, why the code below and "program all your widgets by hand" is a headache?

```
//personalized tab (1 child) widget
class LuigiTab : public ParentCtrl {
Button btnAdd, btnDel, btnClear, btnModify;
DocEdit doc;
LabelBox lbox;
Label label[10];
EditString editName, editCountry, editBirth, editNatRat,
        editNatId, editFIDEId, editFIDERat;
DropList editTitle;
Option tsex;
EditInt kcoeff;
ArrayCtrl arr;

public:

typedef LuigiTab CLASSNAME;
LuigiTab();
~LuigiTab(){;}
};

LuigiTab::LuigiTab() {

// label
lbox.SetLabel(t_("Edit Player")).LeftPosZ(16, 648).TopPosZ(16, 80);
Add(lbox);

label[0].SetLabel(t_("Name")).SetAlign(ALIGN_CENTER).LeftPosZ(28, 132).TopPosZ(32, 19);
Add(label[0]);

label[1].SetLabel(t_("Fed")).SetAlign(ALIGN_CENTER).LeftPosZ(168, 40).TopPosZ(32, 19);
Add(label[1]);

label[2].SetLabel(t_("Birthday")).SetAlign(ALIGN_CENTER).LeftPosZ(208, 56).TopPosZ(32, 19);
Add(label[2]);

label[3].SetLabel(t_("Gender")).SetAlign(ALIGN_CENTER).LeftPosZ(264, 56).TopPosZ(32, 19);
```

```
Add(label[3]);

label[4].SetLabel(t_("Title")).SetAlign(ALIGN_CENTER).LeftPosZ(324, 40).TopPosZ(32, 19);
Add(label[4]);

label[5].SetLabel(t_("ID FIDE")).SetAlign(ALIGN_CENTER).LeftPosZ(380, 48).TopPosZ(32, 19);
Add(label[5]);

label[6].SetLabel(t_("Rat FIDE")).SetAlign(ALIGN_CENTER).LeftPosZ(440, 48).TopPosZ(32, 19);
Add(label[6]);

label[7].SetLabel(t_("ID Nat")).SetAlign(ALIGN_CENTER).LeftPosZ(496, 48).TopPosZ(32, 19);
Add(label[7]);

label[8].SetLabel(t_("Rat Nat")).SetAlign(ALIGN_CENTER).LeftPosZ(558, 48).TopPosZ(32, 19);
Add(label[8]);

label[9].SetLabel(t_("K")).SetAlign(ALIGN_CENTER).LeftPosZ(616, 24).TopPosZ(32, 19);
Add(label[9]);

//active widget
editName.MaxLen(25).LeftPosZ(28, 136).TopPosZ(56, 19);
Add(editName);

editCountry.MaxLen(3).LeftPosZ(172, 32).TopPosZ(56, 19);
Add(editCountry);

editNatId.MaxLen(8).LeftPosZ(496, 48).TopPosZ(56, 19);
Add(editNatId);

editBirth.MaxLen(10).LeftPosZ(212, 56).TopPosZ(56, 19);
Add(editBirth);

editFIDERat.MaxLen(8).LeftPosZ(440, 48).TopPosZ(56, 19);
Add(editFIDERat);

tsex.SetLabel(t_("Male")).LeftPosZ(280, 42).TopPosZ(56, 20);
Add(tsex);

editTitle.DisplayAll(true).LeftPosZ(328, 42).TopPosZ(56, 20);
Add(editTitle);

editFIDEId.MaxLen(8).LeftPosZ(380, 48).TopPosZ(56, 19);
Add(editFIDEId);

editNatRat.MaxLen(8).LeftPosZ(554, 56).TopPosZ(56, 19);
Add(editNatRat);
```

```
kcoeff.Min(0).Max(100).LeftPosZ(620, 24).TopPosZ(56, 19);
Add(kcoeff);

    // button
btnAdd.SetLabel(t_("Add Player")).LeftPosZ(24, 96).TopPosZ(116, 24);
Add(btnAdd);

btnModify.SetLabel(t_("Modify Player")).LeftPosZ(148, 96).TopPosZ(116, 24);
Add(btnModify);

btnDel.SetLabel(t_("Delete Player")).LeftPosZ(56, 96).TopPosZ(328, 24);
Add(btnDel);

btnClear.SetLabel(t_("Clear Data")).LeftPosZ(284, 96).TopPosZ(116, 24);
Add(btnClear);

// array ctrl
arr.Moving(true).Removing(true).AppendLine(true).Inserting(true).LeftPosZ(16,
648).TopPosZ(172, 148);
Add(arr);

arr.AddColumn("Name");
arr.AddColumn("Fed");
arr.AddColumn("Birthday");
arr.AddColumn("Gender");
arr.AddColumn("Title");
arr.AddColumn("ID FIDE");
arr.AddColumn("Rat FIDE");
arr.AddColumn("ID Nat");
arr.AddColumn("Rat Nat");
arr.AddColumn("K");
arr.AddColumn("Available");
```

1. This way can't go through all your forms quickly and "visually" and add new widgets during the process of improvements.
2. Accessing labels only by index is a headache, too.

[to be continued...]
P.S Comments are welcome!

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by fudadmin on Sun, 02 Apr 2006 10:17:53 GMT
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P.P.S Luigi, could you please post your *.iml file text here to make my life easier ?

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by forlano on Sun, 02 Apr 2006 11:17:58 GMT
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fudadmin wrote on Sun, 02 April 2006 12:11
1. This way can't go through all your forms quickly and "visually" and add new widgets during the process of improvements.
2. Accessing labels only by index is a headache, too.

[to be continued...]
P.S Comments are welcome!

My comment: YOU ARE RIGHT!!!

I lost many hours to wright it and I'm not at all satisfact. Now I must retouch some widget with the result to retouch again all their position.

I want to know the more intelligent way.

PS: which file do you need? what is *.iml? In the package directory there is nothing that end with *iml. Please specify better. Anyway I attach the *.lay file I used for the previous test (it is mask2 layout)

File Attachments
1) editmask.lay, downloaded 1684 times

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by fudadmin on Sun, 02 Apr 2006 11:28:03 GMT
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forlano wrote on Sun, 02 April 2006 12:17fudadmin wrote on Sun, 02 April 2006 12:11
1. This way can't go through all your forms quickly and "visually" and add new widgets during the process of improvements.
2. Accessing labels only by index is a headache, too.

[to be continued...]
P.S Comments are welcome!

My comment: YOU ARE RIGHT!!!

I lost many hours to wright it and I'm not at all satisfact. Now I must retouch some widget with the result to retouch again all their position.

I want to know the more intelligent way.

PS: which file do you need? what is *.iml? In the package directory there is nothing that end with *iml. Please specify better. Anyway I attach the *.lay file I used for the previous test (it is mask2 layout)

Sorry, I meant *.lay!
*.iml is a file where you keep your "intelligent" icons...

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by fudadmin on Sun, 02 Apr 2006 11:30:29 GMT
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One more question - are you going to have some parts in your tabs which are all the same in all tabs?

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by forlano on Sun, 02 Apr 2006 11:43:13 GMT
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fudadmin wrote on Sun, 02 April 2006 13:30One more question - are you going to have some parts in your tabs which are all the same in all tabs?

No, each tabs has its specific widgets.

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by fudadmin on Sun, 02 Apr 2006 11:50:07 GMT
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forlano wrote on Sun, 02 April 2006 12:43fudadmin wrote on Sun, 02 April 2006 13:30One more question - are you going to have some parts in your tabs which are all the same in all tabs?

No, each tabs has its specific widgets.

But as I can see from your mask and mask2 - they both have "Add Player", "Modify Player", and "Clear Data"?

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by forlano on Sun, 02 Apr 2006 12:11:53 GMT
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fudadmin wrote on Sun, 02 April 2006 13:50forlano wrote on Sun, 02 April 2006 12:43fudadmin wrote on Sun, 02 April 2006 13:30One more question - are you going to have some parts in your tabs which are all the same in all tabs?

No, each tabs has its specific widgets.

But as I can see from your mask and mask2 - they both have "Add Player", "Modify Player", and "Clear Data"?

Please forget (delete) mask layout. It was my first temptive. Then I've abandoned it in favor of mask2.

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by fudadmin on Sun, 02 Apr 2006 12:22:47 GMT
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forlano wrote on Sun, 02 April 2006 13:11

Please forget (delete) mask layout. It was my first temptive. Then I've abandoned it in favor of mask2.

I did so because I guessed that...

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by fudadmin on Sun, 02 Apr 2006 13:19:55 GMT
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So, here we go:

#include <CtrlLib/CtrlLib.h>
//"Forlano tabs example"- might not be very correct but might be usuful for learning...
//with added added one layout from the designer

//Step1 - if you want to use layouts - always include something like this
#define LAYOUTFILE "editmask.lay"
#include <CtrlCore/lay.h>

//Step 2 - please check that you have LAYOUT(Tab1Layout, 680, 368)

```
//personally I find renaming layouts faster in text mode...
//Step 3 - the Tab1 class below is pasted from automatically generated by the Designer
//using Alt_C first option "Dialog class"

class Tab1 : public WithTab1Layout<TopWindow> {
public:

 typedef Tab1 CLASSNAME;

 Tab1();
};

Tab1::Tab1()
{
 CtrlLayout(*this, "");
}

//the code below is what you had had before, except Step 4

//personalized tab (1 child) widget
class LuigiTab : public ParentCtrl {
 Button btn;
 DocEdit doc;
public:

typedef LuigiTab CLASSNAME;
 LuigiTab();
 ~LuigiTab(){;}
};

LuigiTab::LuigiTab() {
 btn.SetLabel("Just Button");
 btn.SetRect(20,20,100,25);
 Add(btn);
 //I strongly recommend to learn positioning from Designer- use Ctrl-T!
 doc.LeftPosZ(30, 500).TopPosZ(50, 300);
 Add(doc);

}

//personalized tabs (many -container) widget
class LuigiTabs : public TabCtrl {
 Tab1 tab1;  //Step 4 - this is your new tab!!!
 LuigiTab tab2,tab3; //tab1 removed
public:

 typedef LuigiTabs CLASSNAME;
 LuigiTabs();
```

```
 ~LuigiTabs(){;}
};
```

```
//the code below is all the same
```
Now you can make your tab1 changes using the designer...
What's next?

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by fudadmin on Sun, 02 Apr 2006 13:56:02 GMT

What next.. I guess you will want to have some columns in your ArrayCtrl...
You will need 2 more steps:
1. Create a name for it in your *.lay file e.g. - arr
2. initialize it in the constructor like this:

```
Tab1::Tab1()
{
 CtrlLayout(*this, "");
 arr.AddColumn("col1");
 arr.AddColumn("col2");
 arr.AddColumn("col3");
}
```

Edit:
or

```
Tab1::Tab1()
{
 CtrlLayout(*this, "");
    arr.AddColumn("Name");
    arr.AddColumn("Fed");
    arr.AddColumn("Birthday");
    arr.AddColumn("Gender");
    arr.AddColumn("Title");
    arr.AddColumn("ID FIDE");
    arr.AddColumn("Rat FIDE");
    arr.AddColumn("ID Nat");
    arr.AddColumn("Rat Nat");
    arr.AddColumn("K");
    arr.AddColumn("Available");
}
```

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by forlano on Sun, 02 Apr 2006 16:51:09 GMT
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fudadmin wrote on Sun, 02 April 2006 15:56What next.. I guess you will want to have some columns in your ArrayCtrl...
You will need 2 more steps:
1. Create a name for it in your *.lay file e.g. - arr
2. initialize it in the constructor like this:

```
Tab1::Tab1()
{
 CtrlLayout(*this, "");
 arr.AddColumn("col1");
 arr.AddColumn("col2");
 arr.AddColumn("col3");
}
```

Edit:
or

```
Tab1::Tab1()
{
 CtrlLayout(*this, "");
    arr.AddColumn("Name");
    arr.AddColumn("Fed");
    arr.AddColumn("Birthday");
    arr.AddColumn("Gender");
    arr.AddColumn("Title");
    arr.AddColumn("ID FIDE");
    arr.AddColumn("Rat FIDE");
    arr.AddColumn("ID Nat");
    arr.AddColumn("Rat Nat");
    arr.AddColumn("K");
    arr.AddColumn("Available");
}
```


Fantastic...
It is very easy. Only one stupid problem. I used
#define "editmask.lay"

but the compiler didn't see it. So I tried
#define LAYOUTFILE <tabs/Tab1Layout.lay>

with no result. At the end I tried
#define LAYOUTFILE "c:\MyApps\tabs\editmask.lay"

and works. Do you know how to fix this problem?
Luigi

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by fudadmin on Sun, 02 Apr 2006 16:54:08 GMT
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3 more questions:
1. How many records are you going to have?
2. Where are you going to keep them: database,xml,txt etc?
3. Any conversions?

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by forlano on Sun, 02 Apr 2006 17:47:00 GMT
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fudadmin wrote on Sun, 02 April 2006 18:543 more questions:
1. How many records are you going to have?
2. Where are you going to keep them: database,xml,txt etc?
3. Any conversions?

1. a maximum of 999;

2. simply txt file (csv format, separated by ';');

3. Conversion? If I do not understand I suppose it means no concersion.

Luigi

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by fudadmin on Sun, 02 Apr 2006 17:58:24 GMT
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forlano wrote on Sun, 02 April 2006 17:51

...
It is very easy. Only one stupid problem. I used
1. #define "editmask.lay"

but the compiler didn't see it. So I tried
2. #define LAYOUTFILE <tabs/Tab1Layout.lay>

with no result. At the end I tried
#define LAYOUTFILE "c:\MyApps\tabs\editmask.lay"

and works. Do you know how to fix this problem?
Luigi

1. as you should know from C experience #define is a substitutor.
If you write only on part of it, it your compiler replaces it with nothing. This is useful only in #ifdefs or if you want to not use what you define...

2. This has to be the name of your layout file and of your widget layout

3. It is sufficient to write just
#define LAYOUTFILE "editmask.lay"
if you keep this file in your package folder where other files reside e.g in c:\MyApps\tabs\ ...

forlano wrote on Sun, 02 April 2006 17:51
Fantastic...

...And remember I told you - do not struggle alone and do it in a lazy man's way? When you wrote in our label topic:
Quote:
 but I'm a lazy man,   , and I do not want to loose time...

 And then in this topic you wrote:
Quote: ...I lost many hours to wright it and I'm not at all satisfact. Now I must retouch some widget with the result to retouch again all their position.
That means you are not lazy enough... ... to be an inventor...
I guess Mirek and Tom are lazy enough... That's why they invented Ultimate++... to let us all enjoy our laziness!
So, from now on, if you feel that some tasks with Ultimate++ are not enjoyable - ask how they can be converted...

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by fudadmin on Sun, 02 Apr 2006 18:00:35 GMT
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forlano wrote on Sun, 02 April 2006 18:47
3. Conversion? If I do not understand I suppose it means no concersion.
Luigi
coversion e.g txt files to xml... or the other way round...

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...

Posted by fudadmin on Sun, 02 Apr 2006 18:01:53 GMT

What next?

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by mirek on Sun, 02 Apr 2006 18:25:46 GMT

Quote:
3. It is sufficient to write just
#define LAYOUTFILE "editmask.lay"
if you keep this file in your package folder where other files reside e.g in c:\MyApps\tabs\ ...

Unfortuantely, this works only with MSC compilers.

Portable way is

#define LAYOUTFILE <MyPackage/my_layout.lay>

Quote:
I guess Mirek and Tom are lazy enough...

Yes, I am

Mirek

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by forlano on Sun, 02 Apr 2006 18:46:37 GMT

fudadmin wrote on Sun, 02 April 2006 19:58
1. as you should know from C experience #define is a substitutor.
If you write only on part of it, it your compiler replaces it with nothing. This is useful only in #ifdefs or if you want to not use what you define...

ooops... I mean #include and not define.

Quote:
3. It is sufficient to write just

#define LAYOUTFILE "editmask.lay"
if you keep this file in your package folder where other files reside e.g in c:\MyApps\tabs\ ...

In this way doesn't work on my PC. But it works in the other way, so let's save time and forget about it (the lazy man spirit sometime come out   )
Quote:
forlano wrote on Sun, 02 April 2006 17:51
Fantastic...

...And remember I told you - do not struggle alone and do it in a lazy man's way? When you wrote in our label topic:
Quote:
 but I'm a lazy man,   , and I do not want to loose time...

 And then in this topic you wrote:
Quote: ...I lost many hours to wright it and I'm not at all satisfact. Now I must retouch some widget with the result to retouch again all their position.
That means you are not lazy enough... ... to be an inventor...
I guess Mirek and Tom are lazy enough... That's why they invented Ultimate++... to let us all enjoy our laziness!
So, from now on, if you feel that some tasks with Ultimate++ are not enjoyable - ask how they can be converted...

After you spent a lot of time for me, I was forced to produce something... unfortunately it was useless   . But I learned the lesson.
This tool is really great... and the forum is even greater.

The next step is to fill the fields with some data (the drop list need some data like: item1, item2, item3), retrieve them and accomodate in the arrayctrl. By the way, the last coloumn should contain a checkbox (on/off) that should be set by default to on. Later we collect the data from the array and save them in txt file ';' separated.

I've no idea about how to fill the drop list, and how to add a checkbox inside the arrayctrl. For the rest I can try. I'll do it tomorrow afternoon and post here the code. For the moment I guess I must define a callback for the button "Add" that do the job.

Thanks a lot,
Luigi

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by fudadmin on Sun, 02 Apr 2006 18:47:18 GMT
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luzr wrote on Sun, 02 April 2006 19:25Quote:

3. It is sufficient to write just
#define LAYOUTFILE "editmask.lay"
if you keep this file in your package folder where other files reside e.g in c:\MyApps\tabs\ ...

Unfortuantely, this works only with MSC compilers.

Portable way is

#define LAYOUTFILE <MyPackage/my_layout.lay>
...
Mirek

Sorry, sometimes I'm too much lazy

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by mirek on Sun, 02 Apr 2006 18:54:40 GMT
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forlano wrote on Sun, 02 April 2006 14:46
I've no idea about how to fill the drop list, and how to add a checkbox inside the arrayctrl. For the rest I can try. I'll do it tomorrow afternoon and post here the code. For the moment I guess I must define a callback for the button "Add" that do the job.

Thanks a lot,
Luigi

DropList dl;
ArrayCtrl ar;

....

dl.Add(1, "First item");
dl.Add("Second", "Second item");

ar.AddColumn("Check").Ctrls<Option>();

Mirek

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the

designer...
Posted by forlano on Sun, 02 Apr 2006 22:17:28 GMT

luzr wrote on Sun, 02 April 2006 20:54forlano wrote on Sun, 02 April 2006 14:46
I've no idea about how to fill the drop list, and how to add a checkbox inside the arrayctrl. [snip]

DropList dl;
ArrayCtrl ar;

....

dl.Add(1, "First item");
dl.Add("Second", "Second item");

ar.AddColumn("Check").Ctrls<Option>();

Mirek

Thank you Mirek,

I've not resisted to the temptetion to write the code before to go to sleep... even because I was afraid that Fudadmin (by the way... which is your human name?) could anticipate me once more . With my surprise I was able to perform everything in not more than 10 minutes! (two day ago I wont bet a cent). Here is the new class Tab1 code with Add and Clear button activated:


```
class Tab1 : public WithTab1Layout<TopWindow> {
public:

 typedef Tab1 CLASSNAME;

 Tab1();
 void AddPlayer(); //callback from Add_Player button
 void MaskDefaultValue(); //callback from Clera button
};

Tab1::Tab1()
{
 CtrlLayout(*this, "");
   arr.AddColumn("Name");
   arr.AddColumn("Fed");
   arr.AddColumn("Birthday");
   arr.AddColumn("Gender");
   arr.AddColumn("Title");
```

```
      arr.AddColumn("ID FIDE");
      arr.AddColumn("Rat FIDE");
      arr.AddColumn("ID Nat");
      arr.AddColumn("Rat Nat");
      arr.AddColumn("K");
      arr.AddColumn("Available").Ctrls<Option>();
      // how to set ON the checkbox?

      //drop list widget
      editTitle.Add(1, "First");
      editTitle.Add(2, "Second");
      editTitle.Add(3, "Third");

      //set the callback for the Add_Player button
      btnAdd <<= THISBACK(AddPlayer);
      btnClear <<= THISBACK(MaskDefaultValue);

      //fill with default value
      MaskDefaultValue();
}

void Tab1::AddPlayer() // body of the callback
{
   if ( (~editName) == Null) {
      PromptOK("The Name field cannot be empty!");
      return;
   }
 arr.Add(~editName, ~editCountry, ~editBirth,  ~tsex, ~editTitle,
      ~editFIDEId, ~editFIDERat, ~editNatId, ~editNatRat, ~kcoeff);
 arr.GoEnd();
// editName <<= editCountry <<= editBirth <<= tsex <<= editTitle <<= editFIDEId <<=
//      editFIDERat <<= editNatId <<= editNatRat <<=kcoeff <<= Null;
 ActiveFocus(editName);
 MaskDefaultValue();
}

void Tab1::MaskDefaultValue() // body of the callback
{
 editName <<= Null;
 editCountry <<= "--";
 editBirth <<= "00.00.00";
 tsex <<= 1;
 editTitle <<= "GM";
 editFIDEId <<= editFIDERat <<= editNatId <<= editNatRat <<= 0;
 kcoeff <<= 30;
 ActiveFocus(editName);
}
```

Now arise some questions that regards the details (the details make the difference as everybody knows):

1. I desire my user do not enter more than 25 character in the editName widget. It is not enough that a pink colour appear. I desire that the widget refuse to write any character further the 25th. Is there such limitation?

2. I desire that the lenght of the arrayCtrl in corrispondence, for example, of field Name be 25 character long. The user can tune it manually but I prefer to set it initially to some lenght. How to do it?

3. The check box appear in the array but it is not set to ON (checked) but it is unchecked. How to set it to ON?

4. I desire that the even numbered line of the array be colored, say light blue (I love this feature. By the way, in the past this feature attracted my attention toward Ultimate++)

Now I can go to sleep very . Today was a great day!
The next step is to click on the array, retrieve the data of the row, and sent them in the above mask for some modification.

Good night,
Luigi

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by fudadmin on Mon, 03 Apr 2006 11:23:12 GMT
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Quote:3. The check box appear in the array but it is not set to ON (checked) but it is unchecked. How to set it to ON?
The simpliest solution is this:
 arr.Add(~editName, ~editCountry, ~editBirth, ~tsex, ~editTitle,
  ~editFIDEId, ~editFIDERat, ~editNatId, ~editNatRat, ~kcoeff, 1);
//1 - for option

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by forlano on Mon, 03 Apr 2006 11:26:01 GMT
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forlano wrote on Mon, 03 April 2006 00:17
Now arise some questions that regards the details (the details make the difference as everybody

knows):

1. I desire my user do not enter more than 25 character in the editName widget. It is not enough that a pink colour appear. I desire that the widget refuse to write any character further the 25th. Is there such limitation?

2. I desire that the lenght of the arrayCtrl in corrispondence, for example, of field Name be 25 character long. The user can tune it manually but I prefer to set it initially to some lenght. How to do it?

3. The check box appear in the array but it is not set to ON (checked) but it is unchecked. How to set it to ON?

4. I desire that the even numbered line of the array be colored, say light blue (I love this feature. By the way, in the past this feature attracted my attention toward Ultimate++)

After some investigation myself at two questions:

2. coloumn dimension


```
    // set the widths of each coloumn
    arr.ColumnWidths("25 3 5 12 8 8 2 3 3 3 3");
```


4. colored row

```
  // color even rows
  arr.EvenRowColor();
```


Any suggestion for question 1. and 3.?
Luigi

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by forlano on Mon, 03 Apr 2006 11:29:53 GMT
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fudadmin wrote on Mon, 03 April 2006 13:23Quote:3. The check box appear in the array but it is not set to ON (checked) but it is unchecked. How to set it to ON?
The simpliest solution is this:
 arr.Add(~editName, ~editCountry, ~editBirth, ~tsex, ~editTitle,
  ~editFIDEId, ~editFIDERat, ~editNatId, ~editNatRat, ~kcoeff, 1);
//1 - for option

Very nice solution! (The simplest is always the better)
Now remain 1 more question

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by fudadmin on Mon, 03 Apr 2006 11:32:29 GMT
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Regarding 3. option...
...or 3.1 add to your *.lay

```
 ITEM(Label, dv___1, SetLabel(t_("Avail?")).SetAlign(ALIGN_CENTER).LeftPosZ(652,
32).TopPosZ(32, 19))
 ITEM(Option, optAvail, LeftPosZ(660, 16).TopPosZ(56, 19))
```

3.2 initialize
```
 arr.AddColumn("Available").Ctrls<Option>();
 // how to set ON the checkbox?
 optAvail.Set(1);
```

3.3 don't forget to add to the array:
```
arr.Add(~editName, ~editCountry, ~editBirth,  ~tsex, ~editTitle,
  ~editFIDEId, ~editFIDERat, ~editNatId, ~editNatRat, ~kcoeff, ~optAvail);
```

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by fudadmin on Mon, 03 Apr 2006 11:45:43 GMT
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Regarding column widths- I would prefer to see what width is set for which column:

```
 arr.AddColumn("Name",10);
 arr.AddColumn("Fed",3);
 arr.AddColumn("Birthday",4);
 arr.AddColumn("Gender",4);
 arr.AddColumn("Title",4);
 arr.AddColumn("ID FIDE",4);
 arr.AddColumn("Rat FIDE",4);
 arr.AddColumn("ID Nat",4);
 arr.AddColumn("Rat Nat",4);
 arr.AddColumn("K",3);
```

arr.AddColumn("Available",3).Ctrls<Option>();

or even calculated from edit field layouts or from column text lengths or something combined...

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by mirek on Mon, 03 Apr 2006 14:33:32 GMT
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```
 arr.Add(~editName, ~editCountry, ~editBirth,  ~tsex, ~editTitle,
  ~editFIDEId, ~editFIDERat, ~editNatId, ~editNatRat, ~kcoeff, 1);
//1 - for option
```

BTW, you can use "true" for clarity.. (bool is Value compatible, and inside Value, int64, int, double and bool are all inter-convertible).

Mirek

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by fudadmin on Mon, 03 Apr 2006 14:37:05 GMT
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luzr wrote on Mon, 03 April 2006 15:33
```
 arr.Add(~editName, ~editCountry, ~editBirth,  ~tsex, ~editTitle,
  ~editFIDEId, ~editFIDERat, ~editNatId, ~editNatRat, ~kcoeff, 1);
//1 - for option
```

BTW, you can use "true" for clarity.. (bool is Value compatible, and inside Value, int64, int, double and bool are all inter-convertible).

Mirek

"true" is 4 times more to type!!!

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by mirek on Mon, 03 Apr 2006 14:37:20 GMT
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forlano wrote on Mon, 03 April 2006 07:26

```
// set the widths of each coloumn
arr.ColumnWidths("25 3 5 12 8 8 2 3 3 3 3");
```

BTW, there is a cheap and dirty but usefult trick how to speedup setting those widths - run your app in debug mode, adjust your columns (in your app!) and then click on those columns (HeaderCtrl) while holding "Ctrl" key. Your computer should beep and place above code to clipboard (Paste it to your application code).

Mirek

Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...
Posted by mirek on Mon, 03 Apr 2006 14:39:19 GMT
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fudadmin wrote on Mon, 03 April 2006 10:37luzr wrote on Mon, 03 April 2006 15:33
 arr.Add(~editName, ~editCountry, ~editBirth, ~tsex, ~editTitle,
  ~editFIDEId, ~editFIDERat, ~editNatId, ~editNatRat, ~kcoeff, 1);
//1 - for option

BTW, you can use "true" for clarity.. (bool is Value compatible, and inside Value, int64, int, double and bool are all inter-convertible).

Mirek

"true" is 4 times more to type!!!

"can" != "must"

Mirek