
Subject: Pretty GUIs

Posted by [guiprod](#) on Wed, 01 Dec 2010 17:05:17 GMT

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Hello I am a medium level C++ developer presently using gcc/g++ on 64-bit linux.

I have a need for a GUI. My main requirements are as follows:

- 1) NOT be a large or unwieldy code base. Basically the idea is that a non-GUI developer such as myself and my other non-GUI developer friends can EASILY make changes, and add in new grids.
- 2) Be able to refresh data and edit data simultaneously in a grid.
- 3) Have a very pretty GUI. Perhaps this means CSS like behavior that C# offers.
- 4) Have good performance down the road. Eventually I will want the grid to be very large and have graphs and calculations and semi-frequent updates.

I'm sure there are a million options -- perhaps I shouldn't even use C++ but rather a web scripting language. But it is very important that this be pretty and easy to develop with a minimal learning curve.

I would much appreciate any insight you have. Ultimate++ seems to perhaps? do #1,#4 but I'm not sure if it is easy to make it look pretty or have advanced grid functionality.

Subject: Re: Pretty GUIs

Posted by [Anonymous](#) on Wed, 01 Dec 2010 17:32:02 GMT

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#2 There is GridCtrl or ArrayCtrl.

#3 U++ GUI is customizable via ChStyle, see Usage Hints from this page and search forum for more info. It's not easy like css but it's easy enough.

See also BlueBar package from examples assembly and Chameleon package from reference assembly.

See <http://www.ederedv.at/solutions/gks.html> for customized UI made with U++.

Subject: Re: Pretty GUIs

Posted by [guiprod](#) on Wed, 01 Dec 2010 21:34:25 GMT

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That is good to hear about ChStyle. I was wondering if there were any (besides the included HomeBudget) really good examples of real time data entering a grid on a regular basis (perhaps even with some color coding of the grid).

Matt

Subject: Re: Pretty GUIs

Posted by [Mindtraveller](#) on Sat, 04 Dec 2010 15:32:06 GMT

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You should consider looking at Google Gears.

Subject: Re: Pretty GUIs

Posted by [gprentice](#) on Sun, 05 Dec 2010 00:47:48 GMT

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I was tempted to answer your UI virtualization question

http://www.ultimatepp.org/forum/index.php?t=msg&goto=29981&#msg_29981

but it's best left for Daniel (unodgs).

I know you asked for a minimal learning curve but you might find it worthwhile to get to know the gridctrl source a little because once you understand it, you have the power to customise it in the future.

For the virtualization thing, you may find you can do it by overriding the Paint function and use that to trigger cell updates. You might want to limit the rate that you update cells (not sure), but I guess you could use a timer.

Graeme
