Subject: U++ GUI over existing code
Posted by Nossica on Tue, 25 Sep 2012 12:22:57 GMT
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Hi,

I am looking at updating the GUI for our very large program. I need the GUI to link to the SDK that we have written as we are not able to rewrite all of that code (several thousand files).

For example a button press on the GUI would need to call a function in a DLL and then use the data passed back to fill a table.

Will U++ be able to do this or would we need to convert the DLLs too?

Subject: Re: U++ GUI over existing code
Posted by dolik.rce on Tue, 25 Sep 2012 13:03:35 GMT
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Hi Nossica,

Welcome to the forum

If your business logic is reasonably separated from the GUI code, than it should be relatively easy. From what you describe it sounds like it is the case. For the example you describe it would look somewhat like this:

```
struct App : public WithSomeLayout<TopWindow> {
 typedef App CLASSNAME;

 void ButtonClick(){
  <sometype> data = FunctionFromDll();
  for(int i = 0; i < data.GetCount(); i++)
   array.Add(i, data[0], ...);
 }

 App() {
  button <<= THISBACK(ButtonClick);
  //some other setup goes here
 };
};

GUI_APP_MAIN
{
 App().Run();
}
```

It is very simplistic example, but it should demonstrate that writing GUI is fast and simple in U++

Best regards,
Honza

Subject: Re: U++ GUI over existing code
Posted by Nossica on Tue, 25 Sep 2012 13:26:29 GMT
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That looks good, thanks!

I think I read that there was an issue with U++ not supporting STL, is this still the case?

If so, will it cause any issues with our own code using STL?

Subject: Re: U++ GUI over existing code
Posted by dolik.rce on Tue, 25 Sep 2012 14:30:39 GMT
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There is some basic support for STL. E.g. Upp::Vector<> can be made compatible with std::vector<>. Many of the std:: types are not covered, but it shouldn't really be a problem, as you can (although it is not really recommended) mix STL and U++, for example use STL for data containers and U++ only for GUI.

Honza