
Subject: U++ with GTK backend is now able to use native GTK file chooser
Posted by [mirek](#) on Tue, 05 Mar 2013 19:23:39 GMT

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..in other words, FileSel, which so far only worked in Win32 and invoked standard Win32 file selector, now works in U++/Gtk too, with mostly similiar interface to Win32 FileSel.

Subject: Re: U++ with GTK backend is now able to use native GTK file chooser
Posted by [Mindtraveller](#) on Wed, 06 Mar 2013 21:17:17 GMT

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Cool! Thank you very much!

Subject: Re: U++ with GTK backend is now able to use native GTK file chooser
Posted by [Klugier](#) on Wed, 26 Jun 2013 13:35:30 GMT

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It seems it dosen't work on Kubuntu/Ubuntu. Can you check the code fragment with platform preprocesor? I have enclosed exemplary code that works on Linux (CtrlLib/CtrlUtil.h - line 339):

```
#ifdef PLATFORM_X11
```

```
#ifdef flagNOGTK
```

```
typedef FileSel FileSelector;
```

```
#else
```

```
class FileSelector {
```

```
    Vector<String> path;
```

```
    Vector< Tuple2<String, String> > type;
```

```
    String ipath;
```

```
    bool  confirm;
```

```
    bool  multi;
```

```
    bool  hidden;
```

```
    int   activetype;
```

```
public:
```

```
    bool  Execute(bool open, const char *title = NULL);
```

```
    bool  ExecuteOpen(const char *title = NULL)      { return Execute(true, title); }
```

```
    bool  ExecuteSaveAs(const char *title = NULL)    { return Execute(false, title); }
```

```
    String Get() const                               { return path.GetCount() ? path[0] : String::GetVoid(); }
```

```
    operator String() const                          { return Get(); }
```

```
    String operator~() const                         { return Get(); }
```

```

void Set(const String& s)           { ipath = s; }
void operator=(const String& s)    { Set(s); }
void operator<=(const String& s)   { Set(s); }

int GetCount() const               { return path.GetCount(); }
const String& operator[](int i) const { return path[i]; }

FileSelector& Type(const char *name, const char *ext) { type.Add(MakeTuple(String(name),
String(ext))); return *this; }
FileSelector& AllFileType();
FileSelector& Asking(bool b = true)           { confirm = b; return *this; }
FileSelector& NoAsking()                     { return Asking(false); }
FileSelector& Multi(bool b = true)            { multi = b; return *this; }
FileSelector& ShowHidden(bool b = true)       { hidden = b; return *this; }
FileSelector& ActiveDir(const String& dir)     { ipath = dir; return *this; }
FileSelector& ActiveType(int i)               { activetype = i; return *this; }

FileSelector();
};
#endif

#endif

```

After that I have missing headers error and one small compilation error (after including headers) with following file: Gtk.cpp. Can you check it?

Here is the error message:

```
/home/klugier/upp/uppsrc/CtrlLib/Gtk.cpp:26:60: error: 'class Upp::Ctrl' has no member
named 'gtk'
```

Sincerely,
Klugier

Subject: Re: U++ with GTK backend is now able to use native GTK file chooser
 Posted by [mirek](#) on Wed, 26 Jun 2013 17:46:29 GMT
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Please notice "GTK backend" in Title.

It only works with GTK backend. For now, you can activate it by adding GTK flag to main config or to "fixed flags" in Build methods.

Subject: Re: U++ with GTK backend is now able to use native GTK file chooser
Posted by [Klugier](#) on Wed, 26 Jun 2013 20:06:43 GMT
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Thank you for information.

Sincerely,
Klugier
