Subject: Multiple window project advice,examples?
Posted by Edward on Sun, 22 Feb 2015 18:42:15 GMT

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Has anyone seen a good or any example of a multiple window(layout) project, using the visual designer?

I have created multiple new windows/forms for a project, but I'm struggling to find any instructions or examples of code methods necessary to navigate between the multiple windows within a project. I have read all documentation suggested in other posts including the GUI tutorial.

any advice appreciated

Subject: Re: Multiple Layout (forms) project examples?
Posted by Edward on Mon, 23 Feb 2015 14:21:26 GMT

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I did find a guide on adding additional 'windows' to U++ projects as titled by the author.
See Leonard's Ultimate++ Notebook: (not sure why all of the results found are circa 2005/2006).
http://leonardoce.interfree.it/leowiki.html

But, in Step 3, I'm not understanding specifically where the 'Constructor' is located.
The instructions state:

Quote:Open the generated header file (usually named "{pkgname}.h") and put the generated class declaration under the class declaration already present. If you want you can change the name of the class... etc...

Cut and paste the constructor from the header file to the cpp file (usually named "main.cpp"}.

This is the 'Dialog class' code generated from my new layout.

```
class MainDlg : public WithMain<TopWindow> {
 typedef MainDlg CLASSNAME;

public:
 MainDlg();
};

MainDlg::MainDlg()
{
 CtrlLayout(*this, "");
}
```

This is my 'Dialog struct' code generated:

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```

Is the (constructor from the header file to the cpp file (usually named "main.cpp"}) already in the header file (of HomeBudget example).

If anyone understands this explanation please advise, the author was a bit vague for this beginner.

Any advice appreciated.

Subject: Re: Multiple Layout (forms) project examples?
Posted by mirek on Mon, 23 Feb 2015 14:32:36 GMT
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Edward wrote on Mon, 23 February 2015 15:21I did find a guide on adding additional 'windows' to U++ projects as titled by the author.
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Is the "constructor from the header file to the cpp file (usually named "main.cpp"} already in the header file (of HomeBudget example).

Its very surprising everyone knows so little about using Ultimate++ considering its age, ~10 years...

Any advice appreciated.

Not quite sure where the problem is - it all looks OK.

The only thing you need to be careful about is that 'struct' part can go to header (needs to if the dialog is about to be used from multiple files) and constructor part (MainDlg::MainDlg() { ... }) must reside in .cpp.

Mirek

That is what I do not understand, what specifically to do in the constructor part of the instructions.

Since you are very familiar, is he saying to use the newly generated Struct, or copy an existing struct from my existing project?
An existing Struct from HomeBudget could not reference a new layout I added?

What I'm working on is trying to add an additional layout to example, HomeBudget, with a Close button on the new form.

Subject: Re: Multiple Layout (forms) project examples?
Posted by jerson on Mon, 23 Feb 2015 17:38:04 GMT

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Edward

I was once in your shoes. Crossover from VB6 to U++ was an uphill task for me. I found the s7dataarchiver project by mubeta http://www.ultimatepp.org/forums/index.php?t=msg&th=5494 &start=0&
exactly what I needed to understand how to code in U++. the link to the authors website is down too. http://sai.selfip.com/s7da

I cannot find the link to the project on the forum now, but should have the zip file stashed away somewhere on my hard drive.

Regards
Jerson

Subject: Re: Multiple Layout (forms) project examples?
Posted by Edward on Mon, 23 Feb 2015 18:20:25 GMT

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Thanks Jerson, I hope you find the file.

I'm glad you understand my quandary. If there had been an Example of this I would not be troubling everyone.
But I must say they do have an extensive list of examples, far more than MS VS. But no Serial Communication example. :(
Serial comm is next on my list.

Subject: Re: Multiple Layout (forms) project examples?
Posted by Edward on Mon, 23 Feb 2015 22:25:27 GMT

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Should each layout (eg. form1.lay) have it's own corresponding header file (eg, form1.h)?

I ask this because this instruction does not explain clearly in Step 3.
Please see the 'AnotherWindow' section here: http://leonardoce.interfree.it/leowiki.html

I believe when this question is answered my problem will be solved.

Subject: Re: Multiple Layout (forms) project examples?

Posted by Oblivion on Tue, 24 Feb 2015 07:47:54 GMT

Quote:Re: Multiple Layout (forms) project examples? Tue, 24 February 2015 00:25
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Please see the 'AnotherWindow' section here: http://leonardoce.interfree.it/leowiki.html

I believe when this question is answered my problem will be solved.

Hello Edward,
Usually you won't need more than one layout file (eg., form.lay file), since a single layout file can contain more than one layouts. On the other hand, you may want to seperate layout files semantically if your project is huge and have many components, but this is up to you.

Adding more than one layout to a single layout file is easy and all you have to do is to derive your window/dialog/custom ctrl from the layout template you create with the layout editor. You have to examine the provided examples. Nevertheless, there is a very simple FTP Browser example I wrote within the FTP package in bazaar section of this forum, (Here: http://www.ultimatepp.org/forums/index.php?t=msg&th=8899 &start=0&)
If I understand your problem correctly, maybe this example can give you a clue, since it has a single layout file, a single header file and more than one layouts, dynamically added.

Regards,
Oblivion

Subject: Re: Multiple Layout (forms) project examples?
Posted by mirek on Tue, 24 Feb 2015 08:26:28 GMT

Edward wrote on Mon, 23 February 2015 23:25Should each layout (eg. form1.lay) have it's own corresponding header file (eg, form1.h)?

Well, that is completely your decision. You can have 3 headers, you can put all struct definitions into single header, or you can even even avoid header and put struct (or class) into .cpp.

Does not really matter. It is all same as any other struct/class in C++, same rules apply here.

There is nothing magic about layouts. Layout, as defined in designer (and included somewhere) practically does nothing else than define a templates that contains all widgets as member variables and a method that places them on parent widget (that is the task of CtrlLayout method). You use this template to declare your own struct/class that then contains all widgets.

I guess you are confused because the whole system is much simpler than you think...

Subject: Re: Multiple Layout (forms) project examples?
Posted by mirek on Tue, 24 Feb 2015 08:29:19 GMT
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Edward wrote on Mon, 23 February 2015 19:20Thanks Jerson, I hope you find the file.

I'm glad you understand my quandary. If there had been an Example of this I would not be troubling everyone.
But I must say they do have an extensive list of examples, far more than MS VS. But no Serial Communication example. :(
Serial comm is next on my list.

Well, I would gladly provide equivalent example for you, but from your graph it is not clear what is relation of "sublayouts" to the main layout. Are these dialogs invoked from the main window? Or somewhat integrated into main layout (e.g. as tabs)?

Subject: Re: Multiple Layout (forms) project examples?
Posted by mirek on Tue, 24 Feb 2015 10:35:40 GMT
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I have created a new example with multiple layouts. I have tried to be as diverse as possible, defining some structs in header, others in .cpp, using two layout files etc...

I am attaching it here, but it will be part of reference examples too...

Mirek

```
File Attachments
1) Layouts.zip, downloaded 341 times
```

Subject: Re: Multiple window project advice,examples?
Posted by Edward on Tue, 24 Feb 2015 14:31:13 GMT
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Thank You Mirek!!

I will review your example this morning.

My project (health system monitor)will have a main window open continuously during operation --
with a real-time display. The other windows are: 1. Startup splash screen with trademark logo. 2.
Print reports -- the report window will contain a calendar date selector, report type selector,
numerous criteria selectors. 3. Password-protected management window with a busy 4-5 tabbed
control: input point properties, recipients, email settings, paging settings, serial communication
settings, and more. 4. A software license validation window -- used on first time run.