Subject: Dynamic windows & widgets
Posted by normvcr on Sat, 31 Oct 2015 09:46:54 GMT
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The examples I have seen show menus and toolbars as data members of top-level windows. Can a top-level window be created with menus and toolbars, without being pre-defined as a class with these objects as data members? i.e. something like this:
window = new Window;
window->add(new Menu);
Thank you

Subject: Re: Dynamic windows & widgets
Posted by cbpporter on Sat, 31 Oct 2015 18:26:12 GMT
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normvcr wrote on Sat, 31 October 2015 11:46The examples I have seen show menus and toolbars as data members of top-level windows. Can a top-level window be created with menus and toolbars, without being pre-defined as a class with these objects as data members? i.e. something like this:
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Sure, it can. But it is an inferior approach with no benefits and only disadvantages. You loose the ability to refer to a widget at a random point in time if you do not have a member to store it. And if you do want a member to store it, not using pointer removes the need to do manual memory management.

The only scenario I can think of is when you wish to load an interface from an external file, like and XML file. There is a sample if I am not mistaken which loads GUI from and XML file.

Subject: Re: Dynamic windows & widgets
Posted by mirek on Sun, 01 Nov 2015 17:20:24 GMT
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http://www.ultimatepp.org/reference$DynamicDlg$en-us.html

Note that even in this case, recommended U++ approach is to avoid 'new'/'delete' and use Array and in-place creation.