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Subject: Compound New <:PACKAGE:> name etc. [FEATURE REQUEST]

Posted by [fudadmin](#) on Tue, 16 May 2006 16:01:12 GMT

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When creating my "clever" templates (e.g. menu generator) I had to use "New Package" interface a lot and I found it quite inconvenient. Some problems I sorted out for myself a long time ago. But in order to make those templates useful (even like tutorials...) for wider public - some changes (or workarounds) would be needed for the official theide.

So, what do you think?:

1. Any fields (was package name?) above templates table are visually tiring.
2. But the most important and useful thing I am using is a compound Package name which is automatically concatenated and consists of Prefix/"Author"+AppClass+version and it doesn't take 3 rows unlike in a case of id's.
3. Also, then, all files names in a package are formed from a short AppClass name (and not long Package name) ...

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## File Attachments

1) [NewPackageCompound.PNG](#), downloaded 2731 times

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File Edit Macro Project Build Debug Assist Setup

GUI MSC71 Optimal

ide

- ide\Common
- ide\LayDes
- ide\IconDes
- ide\Builders
- ide\Debuggers
- ide\Browser
- ide\Topic

IDE

- ide.h
- version.h
- UppDlg.h
- SelectPkg.cpp
- UppWspc.cpp
- UppDlg.cpp
- Template.cpp
- ide.key
- FindInFiles.cpp
- Console.cpp
- ide.cpp
- idefile.cpp
- QuickTabs.cpp
- Bottom.cpp
- t.cpp
- Assist.cpp
- Virtuals.cpp
- Thisbacks.cpp
- Goto.cpp
- Setup.cpp
- Custom.cpp
- idetool.cpp
- Install.cpp
- idebar.cpp
- idewin.cpp
- Help.cpp
- Util.cpp

### Create new package

Template

- <empty>
- Aris Complex19
- Basic CtrlLib application
- Console application (no U++)
- Core console project
- CtrlLib application with main window
- SDL project (no U++)
- SDL with Core package
- Win32 API project (no U++)
- Win32 DLL project (no U++)

Create in: D:\Devel\_upp\agg-2.4-upp

Package: ForlanoVega2

Prefix/"Author"	AppClass	Version
Forlano	Vega	2

Layout: No layouts

- Imagelist file
- Tabs
- Custom Status
- Standard menus
- callbacks Separate
- comments?

Create Cancel

```

}

void Vega::HelpRegisteredTo()
{
    dummyCall("This is a call from: HelpRegisteredTo")
}

void Vega::HelpAbout()
{
    dummyCall("This is a call from: HelpAbout");
}

void Vega::MainToolBar(Bar& bar)
{
    FileBar(bar);
    bar.Separator();
    EditBar(bar);
    //add some more tool buttons here if you need...
}

void Vega::SetBars()
{
    mainmenu.Set(THISBACK( MainMenuBar ));
    maintoolbar.Set(THISBACK( MainToolBar ));
    //set menus and toolbars here if you have any...
}

VegaMain.cpp
#include "VegaMain.h"

GUI_APP_MAIN
{
    Vega().Zoomable().Stretchable().Dwm();

```