Subject: Nothing shows up...
Posted by iplayfast on Mon, 06 Mar 2006 06:41:08 GMT
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I'm playing with this code, and the program stopped showing the buttons that are on the layout form.

Is there a way to toggle between the layout display and the text file?

I've uploaded a copy of the layout file. Is it corrupted?

Edit I found my problem. I wasn't calling CtrlLayout(*this, "");

File Attachments
1) Conquest.lay, downloaded 2156 times

Subject: Re: Nothing shows up...
Posted by mirek on Mon, 06 Mar 2006 07:34:44 GMT
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iplayfast wrote on Mon, 06 March 2006 01:41I'm playing with this code, and the program stopped showing the buttons that are on the layout form.

Is there a way to toggle between the layout display and the text file?

I've uploaded a copy of the layout file. Is it corrupted?

Edit I found my problem. I wasn't calling CtrlLayout(*this, "");

BTW, I have seen "OK" variable name in the layout, better use "ok" so that you can use CtrlLayoutOK...

Mirek

Subject: Re: Nothing shows up...
Posted by iplayfast on Mon, 06 Mar 2006 15:45:39 GMT
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I assume I'll be able to find out what you are talking about in the docs somewhere?

The biggest problem I'm having is that I haven't been able to find the pattern for all controls. For

example I looked for about 1/2 hour to find how to check or change the status of a checkbox.

I'm thinking that I must be missing some basic concept.

Subject: Re: Nothing shows up...
Posted by mirek on Mon, 06 Mar 2006 16:39:23 GMT
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Quote:

The biggest problem I'm having is that I haven't been able to find the pattern for all controls. For example I looked for about 1/2 hour to find how to check or change the status of a checkbox.

I'm thinking that I must be missing some basic concept.

Well, the very basic pattern is quite simple:

Use operator~ to get the value of Ctrl.
Use operator<<= to set the value of Ctrl.
Use WhenAction (also operator<<=) to assign action to be done when user changes the value of Ctrl.

I agree some nice tutorial is needed...

Mirek

Subject: Re: Nothing shows up...
Posted by iplayfast on Mon, 06 Mar 2006 17:34:00 GMT
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OK, that is very helpful. One more question. (since you are watching).

I've got 2 layouts, the game and the options. From what I've read these controls on these layouts are built into the class so the values are always present.

To access a ctrl (say a checkbox called Multiplayer) in the option layout from the game class I would do
bool value = options.Multiplayer ~;
and
  options.Multiplayer <<= value;

Is this correct?

Subject: Re: Nothing shows up...
Posted by mirek on Mon, 06 Mar 2006 17:46:11 GMT
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iplayfast wrote on Mon, 06 March 2006 12:34OK, that is very helpful. One more question. (since you are watching).

I've got 2 layouts, the game and the options. From what I've read these controls on these layouts are built into the class so the values are always present.

To access a ctrl (say a checkbox called Multiplayer) in the option layout from the game class I would do
bool value = options.Multiplayer ~;
and
  options.Multiplayer <<= value;

Is this correct?

Yes. (Just "value = ~options.Multiplayer").

Option also has alternative interface - operator= and operator bool(). Means you will not in most cases need "bool value", just

if(options.Multiplayer)
    ....

options.Multiplayer = true;

Note that you can even serialize content of dialog to make this persistent. No need to store data in paralel structures (in most cases).

Mirek