
Subject: Gui Tutorial 16 oops...

Posted by [jimmygyuma](#) on Mon, 09 Apr 2007 21:23:43 GMT

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You'll need to refer to the Gui Tutorial 16 to follow this.

I compiled and ran it, then changed some things in the designer and it wouldn't compile. I undid everything, compiled. Then I made the following changes one by one, compiling after each.

Set Label font to bold.

Set Label ink to White.

Set Option font to bold.

Set Option ink to White ... and got this:

```
C:/upp/tutorial/Gui16/dlg.lay: In function `void InitLayout(Upp::Ctrl&, L&, D&, DlgLayout__layid&)  
[with L = MyApp, D = MyApp]':
```

```
C:/upp/uppsrc/CtrlCore/TopWindow.h:220: instantiated from `void Upp::CtrlLayout(T&) [with T =  
MyApp]'
```

```
C:/upp/uppsrc/CtrlCore/TopWindow.h:228: instantiated from `void Upp::CtrlLayout(T&, const  
char*) [with T = MyApp]'
```

```
C:/upp/tutorial/Gui16/main.cpp:10: instantiated from here
```

```
C:/upp/tutorial/Gui16/dlg.lay:4: error: 'class Upp::Pusher' has no member named 'SetInk'
```

```
Gui16: 1 file(s) built in (0:03.57), 3578 msec / file, duration = 3594 msec
```

In an ideal world, the designer wouldn't let me set something that wouldn't fly, but aside from that, if it 'has no member named "SetInk"', why is it there inviting you to change it?

Subject: Re: Gui Tutorial 16 oops...

Posted by [fallingdutch](#) on Tue, 10 Apr 2007 07:04:11 GMT

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Just had a look at it and it seems like Pusher really has not a SetInk method which makes no sense to me.

@Mirek:

should be added to Pusher will we add it to 2007.1? should only be a small fix.

Bas

Subject: Re: Gui Tutorial 16 oops...

Posted by [mirek](#) on Tue, 10 Apr 2007 09:01:07 GMT

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Sorry about this, it is "ordering bug".

The problem is that modifier methods (like SetInk) have to be chained in specific order, otherwise "return *this;" upcasts the chain to the base class (Pusher in this case).

Thinking about it, maybe we do not need to use chaining calls in layouts, that would solve the problem once forever... but too risky for 2007.1.

Mirek

Subject: Re: Gui Tutorial 16 oops...
Posted by [jimmygyuma](#) on Tue, 10 Apr 2007 21:29:30 GMT
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...uh, thanks, I think.

Subject: Re: Gui Tutorial 16 oops...
Posted by [mirek](#) on Wed, 11 Apr 2007 06:34:54 GMT
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jimmygyuma wrote on Tue, 10 April 2007 17:29...uh, thanks, I think.

Well, at least you have the chance to exercise setting them in the code

(Will fix the bug ASAP).

Mirek
