
Subject: Re: deciding whether to use this or VC on windows

Posted by [bonami](#) on Fri, 22 Jun 2007 06:38:52 GMT

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i'm creating my first GUI application but the project it created automatically is not so alike as the sample CompDir. how should i define my window?

```
#include "EZComm.h" //this is automatically created
EZComm::EZComm()
{
    CtrlLayout(*this, "EZ Comm"); //i want a title so i added this
}
```

CompDir is
class DlgCompareDir : public WithCompareDirLayout<TopWindow> {
while mine is
class EZComm : public TopWindow {

If I leave it as is, I have trouble compiling. Only after I changed it to class EZComm : public WithEZCommLayout<TopWindow> { does it succeed.
why? must i look into the cdb file it generated to change this?
what are the steps to create a GUI program?
