
Subject: Missing GridCtrl?

Posted by [jeremyc](#) on Fri, 31 Aug 2007 21:54:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello, I can compile the HomeBudget app just fine. However, when I go to use the GridCtrl in my own app, it fails. This is the compiler output...

```
----- CtrlLib ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 1 / 14)
----- SqlCtrl ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 2 / 14)
----- plugin\sqlite3 ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 3 / 14)
----- GridCtrl ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 4 / 14)
----- CtrlCore ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 5 / 14)
----- RichText ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 6 / 14)
----- Draw ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 7 / 14)
----- plugin\bmp ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 8 / 14)
----- Core ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 9 / 14)
----- plugin\z ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 10 / 14)
----- plugin\png ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 11 / 14)
----- Sql ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 12 / 14)
----- Report ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 13 / 14)
----- InvMaster ( GUI MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 14 / 14)
```

main.cpp

In file included from C:/develop/upp/uppsrc/CtrlCore/lay.h:22,

from C:/develop/MyApps/InvMaster/InvMaster.h:9,

from C:/develop/MyApps/InvMaster/main.cpp:1:

C:/develop/MyApps/InvMaster/InvMaster.lay:2: error: 'GridCtrl' does not name a type

C:/develop/MyApps/InvMaster/InvMaster.lay: In function 'void InitLayout(Upp::Ctrl&, L&, D&, InvMasterLayout__layid&) [with L = InvMaster, D = InvMaster]':

C:/develop/upp/uppsrc/CtrlCore/TopWindow.h:219: instantiated from 'void Upp::CtrlLayout(T&) [with T = InvMaster]'

C:/develop/upp/uppsrc/CtrlCore/TopWindow.h:227: instantiated from 'void Upp::CtrlLayout(T&, const char*) [with T = InvMaster]'

C:/develop/MyApps/InvMaster/main.cpp:7: instantiated from here

C:/develop/MyApps/InvMaster/InvMaster.lay:2: error: 'class InvMaster' has no member named 'dv__0'

C:/develop/MyApps/InvMaster/InvMaster.lay:2: error: 'class InvMaster' has no member named 'dv__0'

InvMaster: 1 file(s) built in (0:04.51), 4515 msec / file, duration = 4515 msec

There were errors. (0:05.01)

As you can see, the GridCtrl is in the package. I am not sure where to go from here. As said, it works great in the Home Budget example.

Jeremy
