
Subject: Problem with tutorial

Posted by [DoggyDog](#) on Tue, 05 Feb 2008 14:12:08 GMT

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I am a novice programmer trying to learn U++. I have been following the tutorial and when I try to build TestDesigner I get several errors:

In file included from C:\upp8\uppsrc/CtrlCore/lay.h:22,

from C:\MyApps\TestDesigner\main.cpp:3:

C:\MyApps\TestDesigner\mywidget.lay:2: error: 'LabelBox' does not name a type

C:\MyApps\TestDesigner\mywidget.lay:3: error: 'Label' does not name a type

C:\MyApps\TestDesigner\mywidget.lay:4: error: 'EditString' does not name a type

C:\MyApps\TestDesigner\mywidget.lay:5: error: 'Button' does not name a type

In file included from C:\upp8\uppsrc/CtrlCore/lay.h:36,

from C:\MyApps\TestDesigner\main.cpp:3:

C:\MyApps\TestDesigner\mywidget.lay: In function 'void InitLayout(Upp::Ctrl&, L&, D&, MyFirstWidget__layid&):

C:\MyApps\TestDesigner\mywidget.lay:2: error: there are no arguments to 't_GetLngString' that depend on a template parameter, so a declaration of 't_GetLngString' must be available

C:\MyApps\TestDesigner\mywidget.lay:2: error: (if you use '-fpermissive', G++ will accept your code, but allowing the use of an undeclared name is deprecated)

C:\MyApps\TestDesigner\main.cpp: At global scope:

C:\MyApps\TestDesigner\main.cpp:5: error: 'TopWindow' was not declared in this scope

C:\MyApps\TestDesigner\main.cpp:5: error: template argument 1 is invalid

C:\MyApps\TestDesigner\main.cpp: In constructor 'MyFirstWidget::MyFirstWidget()':

C:\MyApps\TestDesigner\main.cpp:14: error: 'CtrlLayout' was not declared in this scope

C:\MyApps\TestDesigner\main.cpp: In function 'void GuiMainFn_()':

C:\MyApps\TestDesigner\main.cpp:21: error: 'class MyFirstWidget' has no member named 'Run'

TestDesigner: 1 file(s) built in (0:03.86), 3869 msec / file, duration = 3900 msec, parallelization 0%

There were errors. (0:04.44)

Either I am doing something stupid (possible) or something has changed since the tutorial was written. Could somebody help?

DoggyDog
