

if it helps for the beginners...

start learning..

Step 1 .the minimal ? gui program in U++:

"titleless Window":

```
#include <CtrlLib/CtrlLib.h>
```

```
GUI_APP_MAIN
```

```
{  
    TopWindow().Run(); //creates, opens and starts pumping messages...  
}
```

2. let's make much more sophisticated- "title1 Window":

```
#include <CtrlLib/CtrlLib.h>
```

```
GUI_APP_MAIN
```

```
{  
    TopWindow().Title("title1").Run(); //creates window and its title, opens and starts pumping  
    messages...  
}
```

3. "title1 Window, Zoomable,Sizeable":

```
#include <CtrlLib/CtrlLib.h>
```

```
GUI_APP_MAIN
```

```
{  
    TopWindow().Title("title1").Zoomable().Sizeable().Run(); //creates window and its title, opens  
    and starts pumping messages...  
}
```

4. a) "title1 Window, setRect" this way doesn't work:

```
#include <CtrlLib/CtrlLib.h>
```

```
GUI_APP_MAIN
```

```
{  
    TopWindow().Title("title1").SetRect(0, 0, 260, 80).Run(); // should create window and its title,  
    open and start pumping messages... but
```

```
//error C2228: left of '.Run' must have class/struct/union type  
    type is 'void'  
}
```

Why? I don't know. We need to ask the creators...

But it works in the next examples I'm going to put in a different topic. So, watch the space...

Edited:

4 b) "title1 Window, setRect" - it works like this:

```
#include <CtrlLib/CtrlLib.h>
```

```
GUI_APP_MAIN
```

```
{  
    TopWindow().Title("title1").Run();  
    TopWindow().SetRect(0, 0, 260, 80);  
}
```
