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Subject: simple TopWindow... branch GUI\_APP\_MAIN  
Posted by [fudadmin](#) on Sat, 03 Dec 2005 13:14:05 GMT  
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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);
}
```