
Subject: simple TopWindow... branch classWindow : TopWindow

Posted by [fudadmin](#) on Sat, 03 Dec 2005 14:10:54 GMT

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So, the next part of my simple u++ window/widget "tutorial":

1. minimal "titleless MyClassWindow" (derived class from supplied by U++ TopWindow):

```
#include <CtrlLib/CtrlLib.h> //don't forget to include for the GUI
```

```
class MyClassWindow : public TopWindow {
public:
    typedef MyClassWindow CLASSNAME;
};
```

```
GUI_APP_MAIN
{
    MyClassWindow().Run();
}
```

2. minimal, not very useful, but prepared for extending "titleless MyClassWindow":

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

```
class MyClassWindow : public TopWindow {
public:
    typedef MyClassWindow CLASSNAME;
    MyClassWindow(); //1. we need this in here with the same name
};
```

```
MyClassWindow::MyClassWindow() //2. we need this in here with the same name
{
}
```

```
GUI_APP_MAIN
{
    MyClassWindow().Run();
}
```

3. "titled, zoomable, sizeable MyClassWindow"

Now let's do the extending:

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

```
class MyClassWindow : public TopWindow {  
public:  
    typedef MyClassWindow CLASSNAME;  
    MyClassWindow();  
};
```

```
    MyClassWindow::MyClassWindow()  
{  
    Title("MyClassWindow1");  
    Zoomable().Sizeable();  
    SetRect(0, 0, 260, 80); //just to remind this is optional  
}
```

```
GUI_APP_MAIN  
{  
    MyClassWindow().Run();  
}
```

4. "titled, zoomable, sizeable MyClassWindow" + status bar:
(old:edited P.S. would be nice to know why, If I add statusBar like this)

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

```
class MyClassWindow : public TopWindow {  
    StatusBar status;  
public:  
    typedef MyClassWindow CLASSNAME;  
  
    MyClassWindow();  
};
```

```
MyClassWindow::MyClassWindow()  
{  
    // AddFrame(status);  
    Title("MyClassWindow1");  
    Zoomable().Sizeable();  
    SetRect(0, 0, 260, 80);  
    // status = "Welcome to the Ultimate++ !";  
}
```

```
GUI_APP_MAIN  
{  
    MyClassWindow().Run();  
}
```

```
}
```

(old: Just to know you get:

Linking...

CtrlLib.lib(Prompt.obj) : error LNK2001: unresolved external symbol "public: virtual struct Size_<int> __thiscall ImageCtrl::GetMinSize(void)const " (?GetMinSize@ImageCtrl@@UBE?AU?\$Size_@H@@XZ)

if you had added the other package and not CtrlLib...)

[Updated on: Sat, 03 December 2005 10:50]
