Subject: Re: simple TopWindow... branch GUI_APP_MAIN
Posted by mirek on Sun, 04 Dec 2005 18:01:39 GMT

fudadmin wrote on Sat, 03 December 2005 08:14
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...

Because SetRect is method of Ctrl, not TopWindow and it returns "void". Therefore:

TopWindow win;
win.Title("Title");
win.SetRect(0, 0, 260, 80);
win.Run();

Actually, what methods are supposed to return *this for method chaining is debatable. Usually
they are "property" methods (or "modifiers") that are used to setup some initial state.