Hi all,

I'm new here and I have just started learning U++ with TheIde, and I am not too good at C++ itself either. I think that I have the general idea, but I have one problem with this code.

I have a layout with a button labelled "CANCELBUTTON" and I want an action to happen when it is pressed.

This is my code so far.

```
// gameSettings
struct gameSettings : WithSettingsWindow<TopWindow>
{



 void Exit() {
      if (PromptOKCancel("Cancel changes to settings?") == 1)
         { Break(); }
   }

 CANCELBUTTON=callback(Exit);

 gameSettings()
 {
  CtrlLayout(*this, "Game Settings");
 }
};
```

And my error message:

C:\MyApps\BrainBox\main.cpp(25) : error C3867: 'gameSettings::Exit': function call missing argument list; use '&gameSettings::Exit' to create a pointer to member
C:\MyApps\BrainBox\main.cpp(25) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
C:\MyApps\BrainBox\main.cpp(25) : error C2864: 'gameSettings::CANCELBUTTON' : only static const integral data members can be initialized within a class

Is there anybody who can help me fix this problem?

Thanks very much in advance