
Subject: Re: Problem with TopWindow and Widgets using Layout editor

Posted by [koldo](#) on Wed, 18 Nov 2009 12:50:55 GMT

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Hello Mystery

I would begin adding "typedef gameSettings CLASSNAME;" this way:

```
// gameSettings
struct gameSettings : WithSettingsWindow<TopWindow>
{
    typedef gameSettings CLASSNAME; // This is new
```

And I would change "callback" with "THISBACK".

Best regards

Koldo
