
Subject: Calling windows not in main.cpp

Posted by [Mystery Smith](#) on Sun, 22 Nov 2009 09:44:13 GMT

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Hi all,

I've run across yet another problem (learning C++/U++ is more difficult than I first imagined.) Because my project is quite large and I'm such a novice, I thought it would be a good idea to separate my code into separate files with intuitive names. I decided to try doing it with my Splash Screen and the code looks like this.

main.cpp

```
/* BRAIN BOX MAIN.CPP */
```

```
#include "BrainBox.h"
```

```
....
```

```
/* Run the program Loop */
```

```
GUI_APP_MAIN
```

```
{  
    splashScreen().Run();  
    Ctrl::ProcessEvent();
```

```
    // Open the mainWindow  
    mainWindow().Run();  
}
```

BrainBox.h

```
#ifndef _BrainBox_BrainBox_h_  
#define _BrainBox_BrainBox_h_
```

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

```
using namespace Upp;
```

```
//Load Layouts
```

```
#define LAYOUTFILE <BrainBox/Layouts.lay>  
#include <CtrlCore/lay.h>
```

```
// Load Images
```

```
#define IMAGECLASS Images
#define IMAGEFILE <BrainBox/images.iml>
#include <Draw/iml.h>
```

```
// Declarations
//Guessing some sort of declaration for the function needs to be made here?
```

```
#endif
```

```
SplashScreen.cpp
/* Splash Screen File */
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
struct splashScreen : TopWindow
{
    splashScreen()
    {
        Title("Splash Screen");
        SetRect(0, 0, 200, 300);
    }
};
```

I can't link these files together and I'm assuming it has something to do with the Header File. Can anybody help? Sorry I'm so bad at this.

Thanks so much, in advance
