
Subject: Re: Calling windows not in main.cpp
Posted by [mirek](#) on Sun, 22 Nov 2009 22:08:15 GMT
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Mystery Smith wrote on Sun, 22 November 2009 04:44

/* Splash Screen File */

#include "BrainBox.h" // <<<<----- HERE!

using namespace Upp;

struct splashScreen : TopWindow

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