

---

Subject: Re: Calling windows not in main.cpp  
Posted by [mirek](#) on Sun, 22 Nov 2009 22:08:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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);  
    }  
};
```