Posted by nlneilson on Tue, 23 Feb 2010 03:23:24 GMT

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Here is a small app that just opens a file chooser and the .log file.

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

using namespace Upp;

struct app : TopWindow {
 typedef app CLASSNAME;
 Button button;

 void Open() {
  FileSel fn;
  fn.AllFilesType();
  if(fn.ExecuteOpen()){ // file chooser
  }
 }

 app() {
  Title("TextProblem");
  NoCenter();
          LeftPosZ(4, 245).TopPosZ(50, 86);
  Add(button.LeftPos(10, 100).TopPos(10, 30));
  button.SetLabel("Open File");
  button <<= THISBACK(Open);
 }
};

GUI_APP_MAIN{
 app().Run();
}
```

File Attachments
1) TextProblem.log, downloaded 334 times