Subject: Re: Initial settings for U++ application
Posted by nlneilson on Thu, 22 Jul 2010 05:58:21 GMT

I tried for a few hours to get the sample to run with no luck.
Linking errors, probably a simple fix for someone that knows what they are doing.

I ended up creating a text config file that is read when the app starts.
Each line sets a variable.
Clicking the red x at the top of the window exits the app without changing the config file.
Clicking "File" -> "Save Exit" saves any changes to the config file.

Works OK.

I did run into one glitch.
I use atof for other parts of the app that works fine.
atoi for the integers gave errors.
Had to compare characters.

```
while(!in.IsEof()){
  String Ln = in.GetLine();
  if (i==0) {
     if (Ln=="0") Setm();
     if (Ln=="1") Setkm();
     if (Ln=="2") Setft();
     if (Ln=="3") Setmi();
     if (Ln=="4") Setnmi();
  }
  if (i==1) {
                  ....
```