Subject: Re: Removing .lay dependancy from a GUI app
Posted by cullam on Mon, 09 Aug 2010 13:39:40 GMT

Maybe I'm missing something here, but I've got the impression that the TopWindow class uses .lay files for it's initialization. When I've changed a class to inherit from TopWindow, I've got this error:

```
C:\upp2094\uppsrc\CtrlCore/TopWindow.h(239) : error C2665: 'InitLayout' : none of the 11
overloads could convert all the argument types
    C:\upp2094\uppsrc\CtrlLib/Ctrl.lay(1): could be 'void Upp::InitLayout<T,T>(Upp::Ctrl &,L &,D
&,Upp::EditStringLayout__layid &)'
    with
    [
        T=GUIClass,
        L=GUIClass,
        D=GUIClass
    ]
```

Looking through it, it would seem that TopWindow is extended from Ctrl, which is looking for a layout file. So I've clearly missed something fundamental. I'm browsing around now, trying to squash it, but I might be going about that all wrong.

Sorry these questions are so basic, working with what I'm assuming is really simple, low level stuff for anyone with experience with this system. I guess I might just be better off to start a new project, not using the template, as that might have background effects that I'm not aware of.
-cullam