
Subject: Re: Open An image upon startup
Posted by [nick28th](#) on Sun, 15 Aug 2010 03:25:34 GMT
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OKAY sweet thanks will do i got one other problem, my drop booxes arent working right. in one program i can only have 5 values or it doesnt work right and in this program, its doing it right, it just wont write to the array.

```
#include "Punnett_Squares.h"
int count1;
```

```
Punnett_Squares::Punnett_Squares()
{
    CtrlLayout(*this, "Punnett Squares");
    par11.Add(1, "AA");
    par11.Add(2, "Aa");
    par11.Add(3, "aa");
    par21.Add(1, "AA");
    par21.Add(2, "Aa");
    par21.Add(3, "aa");
```

```
    btnGo <=<= THISBACK(Monohybrid);
}
```

```
void Punnett_Squares::Monohybrid()
```

```
{
    if (count1 > 3)
    {
        if(par11 ==1 && par21 ==1 )
        {
            res1.Add("AA");
            res1.Add("AA");
            res2.Add("AA");
            res2.Add("AA");
            count1++;
        }
        if(par11 ==1 && par21 ==2 )
        {
            res1.Add("AA");
            res1.Add("Aa");
            res2.Add("AA");
            res2.Add("Aa");
            count1++;
        }
        if(par11 ==1 && par21 ==3 )
        {
            res1.Add("Aa");
            res1.Add("Aa");
```

```

res2.Add("Aa");
res2.Add("Aa");
count1++;
}
if(par11 ==2 && par21 ==1 )
{
res1.Add("AA");
res1.Add("AA");
res2.Add("Aa");
res2.Add("Aa");
count1++;
}
if(par11 ==2 && par21 ==2 )
{
res1.Add("AA");
res1.Add("Aa");
res2.Add("Aa");
res2.Add("aa");
count1++;
}
if(par11 ==2 && par21 ==3 )
{
res1.Add("Aa");
res1.Add("aa");
res2.Add("aa");
res2.Add("aa");
count1++;
}
if(par11 ==3 && par21 ==1 )
{
res1.Add("Aa");
res1.Add("Aa");
res2.Add("Aa");
res2.Add("Aa");
count1++;
}
if(par11 ==3 && par21 ==2 )
{
res1.Add("Aa");
res1.Add("aa");
res2.Add("Aa");
res2.Add("aa");
count1++;
}
if(par11 ==3 && par21 ==3 )
{
res1.Add("aa");
res1.Add("aa");

```

```
res2.Add("aa");  
res2.Add("aa");  
count1++;  
}  
}  
}
```

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

can i get some help with this?
