Subject: Re: :(errors on sfx project
Posted by dolik.rce on Wed, 05 Jan 2011 07:32:32 GMT

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mai(GetExeTitle.c_str);First of all, you forgot parentheses, it is a function call. Second, you don't need to explicitly convert it, Upp::String has operator const char*(), so the conversion is automatic. So what you want is: void Click()

```
  {
    mai(GetExeTitle());
  }
```
Honza

EDIT: Sorry for answering the same thing twice, Mr_ped was faster