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Subject: Re: How to add controls from bazaar in my apps ?

Posted by [jibe](#) on Fri, 11 Feb 2011 13:37:04 GMT

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Thanks ! I can now add packages from bazaar

But I've still a problem when I compile, as soon as I add EditFile control in the .lay file :

main.cpp

In file included from /home/joseph/upp/uppsrc/CtrlCore/lay.h:22,  
from /home/joseph/upp/MyApps/testEditFile/testEditFile.h:9,  
from /home/joseph/upp/MyApps/testEditFile/main.cpp:1:

In file included from /home/joseph/upp/uppsrc/CtrlCore/lay.h:36,  
from /home/joseph/upp/MyApps/testEditFile/testEditFile.h:9,  
from /home/joseph/upp/MyApps/testEditFile/main.cpp:1:

D&, testEditFileLayout\_\_layid&) [with L = testEditFile, D

/home/joseph/upp/MyApps/testEditFile/main.cpp:7: instantiated from here

testEditFile: 1 file(s) built in (0:02.12), 2127 msec / file, duration = 2132 msec, parallelization 0%

There were errors. (0:02.28)

Here are my files :

TestEditFile.h

```
#ifndef _testEditFile_testEditFile_h
#define _testEditFile_testEditFile_h
```

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

```
using namespace Upp;
```

```
#define LAYOUTFILE <testEditFile/testEditFile.lay>
```

```
#include <CtrlCore/lay.h>
```

```
class testEditFile : public WithtestEditFileLayout<TopWindow> {
public:
    typedef testEditFile CLASSNAME;
    testEditFile();
};
```

```
#endif
```

```
main.cpp
#include "testEditFile.h"
```

```
testEditFile::testEditFile()
{
    CtrlLayout(*this, "Window title");
}
```

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

```
testEdifFile.lay
LAYOUT(testEditFileLayout, 332, 344)
    ITEM(EditFile, edfFile1, LeftPosZ(12, 296).TopPosZ(12, 19))
END_LAYOUT
```

mr\_ped wrote on Fri, 11 February 2011 11:50PS. will try to improve the guide, you are right, it's missing there, but need some spare time.

Yes, time is always a problem !

... But if you do, maybe you'll loose less time to answer beginner's questions