
Subject: Getting compile errors, I modeled after TreeCtrlDnd, but I can't see the error

Posted by [silverx](#) on Thu, 01 Sep 2011 17:26:29 GMT

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I am trying to code a tree and use the WhenLeftDouble, to do some processing.

I am getting the following compile errors:

```
C:\MyApps\Train3\main.cpp(11) : error C2146: syntax error : missing ';' before identifier 'CLASSNAME'
```

```
C:\MyApps\Train3\main.cpp(11) : error C4430: missing type specifier - int assumed. Note: C++ does not support default
```

```
-int
```

```
C:\MyApps\Train3\main.cpp(11) : error C2208: 'Upp::TopWindow' : no members defined using this type
```

```
C:\MyApps\Train3\main.cpp(11) : fatal error C1903: unable to recover from previous error(s); stopping compilation
```

```
main.cpp
```

```
Train3: 1 file(s) built in (0:01.60), 1604 msec / file, duration = 2948 msec, parallelization 14%
```

There were errors. (0:23.82)

It looks similar to the TreeCtrlDnd in the reference item, so not sure why? Everything that I can see has the ; as required on it.

Also once I get to the ItemDC, how would I identify which item was double clicked upon?

I have attached my code.

Thanks

David

File Attachments

1) [train3.zip](#), downloaded 432 times
