
Subject: Re: two state button via layout designer
Posted by [forlano](#) on Thu, 25 May 2006 17:11:22 GMT

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qwerty wrote on Thu, 25 May 2006 18:42

C:/MyApps/majpekizd/majpekizd.lay: In function `void InitLayout(Ctrl&, L&, D&, MajpekizdLayout__layid&) [with L = majpekizd, D = majpekizd]':

C:/upp/uppsrc/CtrlCore/TopWindow.h:210: instantiated from `void CtrlLayout(T&) [with T = majpekizd]'

C:/upp/uppsrc/CtrlCore/TopWindow.h:218: instantiated from `void CtrlLayout(T&, const char*) [with T = majpekizd]'

C:/MyApps/majpekizd/main.cpp:270: instantiated from here

C:/MyApps/majpekizd/majpekizd.lay:34: error: 'class Pusher' has no member named 'ThreeState'

Option with ThreeState checked. Why is that? Similar error occurred with SwitchImage checked...

Can you post the layout part of your *.lay that regard the error (CTRL+T and you see the text mode of lay file)?.

Luigi
