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Subject: Re: two state button via layout designer  
Posted by [forlano](#) on Thu, 25 May 2006 20:27:14 GMT  
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qwerty wrote on Thu, 25 May 2006 21:09sure

clean new app:

```
LAYOUT(MyAppLayout, 200, 100)
  ITEM(Option, oMyOption, SetLabel(t_("someName")).ThreeState(true).LeftPosZ(60,
42).TopPosZ(16, 15))
END_LAYOUT
```

compiler out:

```
----- CtrlLib ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 1 / 9)
----- CtrlCore ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 2 / 9)
----- RichText ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 3 / 9)
----- Draw ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 4 / 9)
----- Core ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 5 / 9)
----- Image ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 6 / 9)
----- plugin\png ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 7 / 9)
----- plugin\z ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 8 / 9)
----- MyApp ( GUI MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 9 / 9)
main.cpp
C:/MyApps/MyApp/MyApp.lay: In function `void InitLayout(Ctrl&, L&, D&, MyAppLayout__layid&)
[with L = MyApp, D = MyApp]':

C:/upp/uppsrc/CtrlCore/TopWindow.h:210: instantiated from `void CtrlLayout(T&) [with T =
MyApp]'
C:/upp/uppsrc/CtrlCore/TopWindow.h:218: instantiated from `void CtrlLayout(T&, const char*)
[with T = MyApp]'
C:/MyApps/MyApp/main.cpp:7: instantiated from here
C:/MyApps/MyApp/MyApp.lay:2: error: 'class Pusher' has no member named 'ThreeState'
MyApp: 1 file(s) built in (0:05.73), 5735 msec / file, duration = 5735 msec, parallelization 0%
```

There were errors. (0:06.00)

have any idea?

It is as suspected... Look this line:

```
C:/MyApps/MyApp/MyApp.lay:2: error: 'class Pusher' has no member named 'ThreeState'
```

In it the is the answer: SetLabel() return a class of type Pusher to which you can't apply the method .ThreeState().

The solution: simply remove .ThreeState in that line and use

```
ITEM(Option, oMyOption, SetLabel(t_("someName")).LeftPosZ(60, 42).TopPosZ(16, 15))
```

Then in the constructor add the line:

```
oMyOption.ThreeState();
```

and the threestate button will appear.

If you do not use SetLabel() (empty label), then the you can apply the ThreeState() method directly in the designer.

Luigi

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