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Subject: Re: how to #define/#include correctly the .iml file

Posted by [mirek](#) on Thu, 25 May 2006 21:44:12 GMT

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forlano wrote on Thu, 25 May 2006 17:21luzr wrote on Thu, 25 May 2006 22:54Only single ".h" and single ".cpp" placement is needed - as long as .cpp include that ".h" (it is in fact same as declaring (in .h) / defining (in .cpp) class and its methods).

Means you can most likely delete .iml include from vegatab1.cpp and vegatab4.cpp.

Mirek

In vegatab4.cpp you are right, but in vegatab1.cpp if I remove it I get complain from the compiler:

C:\Vega\Vega3\VegaTab1.cpp: In function `void Avail3(One<Ctrl>&)':

C:\Vega\Vega3\VegaTab1.cpp:49: error: `imgYes' undeclared (first use this function)

C:\Vega\Vega3\VegaTab1.cpp:49: error: (Each undeclared identifier is reported only once for each function it appears in.)

C:\Vega\Vega3\VegaTab1.cpp:49: error: `imgNo' undeclared (first use this function)

C:\Vega\Vega3\VegaTab1.cpp:49: error: `imgMaybe' undeclared (first use this function)

C:\Vega\Vega3\VegaTab1.cpp: In constructor `VegaTab1::VegaTab1()':

C:\Vega\Vega3\VegaTab1.cpp:89: error: `imgYes' undeclared (first use this function)

C:\Vega\Vega3\VegaTab1.cpp:128: error: `female' undeclared (first use this function)

C:\Vega\Vega3\VegaTab1.cpp:128: error: `male' undeclared (first use this function)

Luigi

Do you include "vegamain.h" there?

Mirek

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