Subject: First time with upp
Posted by idkfa46 on Thu, 29 Dec 2011 18:27:08 GMT
View Forum Message <> Reply to Message

hi guys,
this is my first time on upp, i was trying to build a little program to understand how upp works but i have some problems atm.

The simply program "prova2" just have to take take 2 numbers and return the sum but something is wrong...

this is my code:
main.cpp

```
#include "prova2.h"

prova2::prova2()
{
 CtrlLayout(*this, "Window title");
}

int prova2::calcolo(int x, int y)
{
 int somma;
 somma = x+y;
 return somma;
}

GUI_APP_MAIN
{
 prova2().Run();
}
```

prova2.h

```
#ifndef _prova2_prova2_h
#define _prova2_prova2_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <prova2/prova2.lay>
#include <CtrlCore/lay.h>
```

```
class prova2 : public Withprova2Layout<TopWindow> {

 int calcolo(int x, int y);

public:
 typedef prova2 CLASSNAME;
 prova2();
};

#endif
```

prova2.lay

```
LAYOUT(prova2Layout, 268, 140)
 ITEM(EditInt, x, LeftPosZ(52, 64).TopPosZ(24, 19))
 ITEM(EditInt, y, LeftPosZ(188, 64).TopPosZ(24, 19))
 ITEM(Label, dv___2, SetLabel(t_("X =")).LeftPosZ(16, 33).TopPosZ(24, 21))
 ITEM(Label, dv___3, SetLabel(t_("Y =")).LeftPosZ(152, 33).TopPosZ(24, 21))
 ITEM(Label, somma, LeftPosZ(80, 172).TopPosZ(52, 24))
 ITEM(Label, dv___5, SetLabel(t_("Somma =")).LeftPosZ(16, 56).TopPosZ(56, 21))
 ITEM(Button, calcola, SetLabel(t_("CALCOLA")).SetFont(StdFontZ(19).Bold()).LeftPosZ(16,
236).TopPosZ(88, 32))
END_LAYOUT
```

where is my epic fail ?!
how is possible to obtain the sum without typing the button "CALCOLA" ?

Thanks for ur help and your time
regards,
Matteo