
Subject: Re: Problems with the code

Posted by [forlano](#) on Wed, 31 May 2006 05:19:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

This work:

```
#include <CtrlLib/CtrlLib.h>
```

```
struct App : public TopWindow {  
    bool list_numbers;
```

```
    void Exit(){  
        Close();  
    }
```

```
    void List_Numbers(){  
        list_numbers=!list_numbers;  
    }
```

```
    void show(int i){  
        PromptOK(AsString(i));  
    }
```

```
    void draw(Bar& bar){  
        for(int i=0;i<10;i++)  
            bar.Add(AsString(i), THISBACK1(show,i));  
    }
```

```
    void Opcoes(Bar& bar){  
        bar.Add("Mostrar numeros", THISBACK(List_Numbers));  
        bar.Add("Lista :", THISBACK(draw));  
        bar.Add("Sair", THISBACK(Exit)).Key(K_CTRL_Q);  
    }
```

```
    void MainBar(Bar& bar){  
        bar.Add("Opcoes",THISBACK(Opcoes));  
    }
```

```
    MenuBar opcoes;  
    typedef App CLASSNAME;
```

```
    App(){  
        list_numbers = true;  
        AddFrame(opcoes);  
        opcoes.Set(THISBACK(MainBar));  
    }  
};
```

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

You mixed up the old code with the new one. Moreover there were some mistakes due to variable with capital letter. Compare it with your previous code to see the difference and understand the errors.

Luigi
