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Subject: Re: DialSlider

Posted by [fudadmin](#) on Tue, 20 Mar 2012 16:52:38 GMT

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3 things missing:

1. you need something like this in your DialSlider.cpp (or create main.cpp):

```
class SliderWindow : public TopWindow {
public:
    DialSlider sl;
    typedef SliderWindow CLASSNAME;
    SliderWindow();
    ~SliderWindow() {}
};
```

```
SliderWindow::SliderWindow()
{
    Add(sl.SizePos());
}
```

```
GUI_APP_MAIN
{
    // SliderWindow().Run(); //crashes on img
    //or
    SliderWindow w;
    w.Run();
}
```

2. add CtrlLib to your package

3. add at least one compiler flag - GUI.

the last 2 things can be inspected (can be edited but not very recommended) in you \*.upp file  
or just put this inside your DialSlider.upp

uses

CtrlLib;

file

DialSlider.h,  
DialSlider.cpp,  
DialSlider.iml;

mainconfig

"" = "GUI",  
"" = "GUI MT",  
"" = "GUI MT .NOGTK";

