
Subject: How to set the Constructor of a derived widget class?

Posted by [forlano](#) on Sun, 11 Jun 2006 18:19:16 GMT

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Hello,

Perhaps this problem regards C++ rather than U++. But with non widget class I have had no problem so far. So please forgive me if this question appear silly.

I've a widget class obtained using the designer. Now I need another widget that has the same appearance of the first one except one more button. I decided to use the C++ feature to declare a derived class and avoid to duplicate the code.

I've written some thing but the compiler, when arrive to the new derived class, begins to complain with the constructor of the original class. Well, to keep the things simple I post the code of a very simple app. The widget class is a window with a droplist. Please let me ask you to write one line of code in the constructor of the derived class in order to run its instance. I believe to be able later to modify and extend it.

Thanks a lot.

Luigi

```
#include <CtrlLib/CtrlLib.h>
#define LAYOUTFILE <droplist/editmask.lay>
#include <CtrlCore/lay.h>

////////// class DropDlg //////////
class DropDlg : public WithDropLayout<TopWindow> {
public:
    void testAction();
    typedef DropDlg CLASSNAME;
    DropDlg();
};

void DropDlg::testAction()
{
    PromptOK( AsString( dl.GetIndex() ));
};

DropDlg::DropDlg()
{
    CtrlLayout(*this, "");
    // "key"-"display value"
    dl.Add(1, "One");
    dl.Add(2, "Two");
    dl.Add(3, "Three");
    dl.Add(4, "Four");
    dl.WhenAction = THISBACK(testAction);
}
```

```

}
////////// end class DropDlg //////////

/***** new derived class from class DropDlg *****/
class NewDropDlg : public DropDlg {
    typedef NewDropDlg CLASSNAME;
    NewDropDlg();
};

NewDropDlg::NewDropDlg()
{
    // how to set the constructor of the
    // derived clas to avoid complain from the compiler?
    // please fill one line code!
}
/***** end derived class *****/

void OpenDialog()
{ DropDlg a;
  a.Run();

  // run an instance of NewDropDlg
  // NewDropDlg b;
  // b.Run();

}

GUI_APP_MAIN
{ TopWindow w;
  Button b;

  w.Add(b);
  b.SetLabel("button - testAction");
  b.SetPos(b.PosLeft(200, 250), b.PosTop(100, 30));
  b.WhenAction=callback(OpenDialog);

  w.Run();
}

/// editmask.lay
LAYOUT(DropLayout, 280, 208)
  ITEM(DropList, dl, LeftPosZ(92, 124).TopPosZ(88, 48))
END_LAYOUT

```
