
Subject: Re: U++ with GTK backend is now able to use native GTK file chooser
Posted by [Klugier](#) on Wed, 26 Jun 2013 13:35:30 GMT

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It seems it doesn't work on Kubuntu/Ubuntu. Can you check the code fragment with platform preprocessor? I have enclosed exemplary code that works on Linux (CtrlLib/CtrlUtil.h - line 339):

```
#ifdef PLATFORM_X11

#ifdef flagNOGTK
typedef FileSel FileSelector;
#else
class FileSelector {
    Vector<String> path;
    Vector< Tuple2<String, String> > type;

    String ipath;
    bool  confirm;
    bool  multi;
    bool  hidden;
    int   activetype;

public:
    bool  Execute(bool open, const char *title = NULL);
    bool  ExecuteOpen(const char *title = NULL)      { return Execute(true, title); }
    bool  ExecuteSaveAs(const char *title = NULL)    { return Execute(false, title); }

    String Get() const                                { return path.GetCount() ? path[0] : String::GetVoid(); }
    operator String() const                          { return Get(); }
    String operator~() const                         { return Get(); }

    void  Set(const String& s)                        { ipath = s; }
    void  operator=(const String& s)                  { Set(s); }
    void  operator<=<=(const String& s)               { Set(s); }

    int   GetCount() const                          { return path.GetCount(); }
    const String& operator[](int i) const            { return path[i]; }

    FileSelector& Type(const char *name, const char *ext) { type.Add(MakeTuple(String(name),
String(ext))); return *this; }
    FileSelector& AllFileType();
    FileSelector& Asking(bool b = true)              { confirm = b; return *this; }
    FileSelector& NoAsking()                         { return Asking(false); }
    FileSelector& Multi(bool b = true)               { multi = b; return *this; }
    FileSelector& ShowHidden(bool b = true)          { hidden = b; return *this; }
    FileSelector& ActiveDir(const String& dir)        { ipath = dir; return *this; }
    FileSelector& ActiveType(int i)                  { activetype = i; return *this; }
```

```
FileSelector();  
};  
#endif
```

```
#endif
```

After that I have missing headers error and one small compilation error (after including headers) with following file: Gtk.cpp. Can you check it?

Here is the error message:

```
/home/klugier/upp/uppsrc/CtrlLib/Gtk.cpp:26:60: error: 'class Upp::Ctrl' has no member  
named 'gtk'
```

Sincerely,
Klugier
