Subject: [SOLVED]Deleted layout controls still cause errors in compile. How? 8183 MinGW
Posted by Edward on Thu, 19 Feb 2015 16:20:56 GMT
View Forum Message <> Reply to Message

Maybe this is because I'm new to U++, but I have successfully built & compiled numerous GUI example projects, and simple ones I created.

Using this tutorial http:// www.codeproject.com/Articles/15163/Getting-Started-With-Ultimate?msg=5005237 I initially created the project as instructed (named SimpleDemo),(with layout controls only) with no compile/build errors. But after adding the full specified code things blew up.

The big problem is, after I deleted all new controls from the layout and code to backtrack, the compiler continued to list the controls and numerous errors.
Could this be a settings issue? Should I be able to delete objects? Then I ran the full original complete project package as downloaded and it too had endless errors.

U++ then uninstalled & re-installed, all examples compile & build perfect again.

I must also say, I can be compiling included examples such as Days or HomeBudget and executing perfectly, but after I try to compile the SimpleDemo example, it breaks U++ build. U++ then will Not build/compile any of the included examples without immediate Errors again, no files created.

Compile report attached.
Any advice appreciated.

File Attachments

1) errorsGUI.txt, downloaded 447 times