
Subject: Re: Deleted layout controls still cause errors in compile. How? 8183

Posted by [Klugier](#) on Fri, 20 Feb 2015 17:02:48 GMT

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Hello Edward,

Your problem is easy to solve ;) You will need to use "namespace Upp".

SimplyDemo.h:

```
#ifndef _SimpleDemo_SimpleDemo_h
#define _SimpleDemo_SimpleDemo_h

#include <CtrlLib/CtrlLib.h>

NAMESPACE_UPP // <- Remember to start "namespacing" ;) before LAYOUTFILE

#define LAYOUTFILE <SimpleDemo/SimpleDemo.lay>
#include <CtrlCore/lay.h>

class SimpleDemo : public WithSimpleDemoLayout<TopWindow> {
void AddItem();
public:
typedef SimpleDemo CLASSNAME;
SimpleDemo();
};

END_UPP_NAMESPACE

#endif
```

Comment: Remember not to use "using namespace Upp" in your header file. Macro NAMESPACE_UPP equals "namespace Upp {" and "END_UPP_NAMESPACE" equals "}".

SimplyDemo.cpp:

```
#include "SimpleDemo.h"

using namespace Upp; // <- We want to use Upp components.

SimpleDemo::SimpleDemo()
{
CtrlLayout(*this, "Shopping List");
Sizeable().Zoomable();
arrList.AddColumn("Item"); // Add a column titled "Item"
arrList.Removing(); // Gives us a right-click menu to delete rows
btnAdd <<= THISBACK(AddItem); // Uses a callback to link the button to the function
```

```
}

void SimpleDemo::AddItem()
{
    arrList.Add(~strItem); // The ~ operator calls the object's GetData() function
    strItem <<= Null; // Manually clear the item
}

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

Here you will need to use "using namespace Upp", because you are using Upp components here.
Event "GUI_APP_MAIN" macro is in Upp namespace.

Sincerely,
Klugier