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

Posted by [Klugier](#) on Sat, 21 Feb 2015 00:27:03 GMT

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Hello,

It seems that Koldo is right. It should look like this (in your case, I don't know why you created this directory):

SimplyDemo.h

```
#ifndef _SimpleDemo_SimpleDemo_h
#define _SimpleDemo_SimpleDemo_h

#include <CtrlLib/CtrlLib.h>

NAMESPACE_UPP

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

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

END_UPP_NAMESPACE

#endif
```

Council for the future. You shouldn't put two directories in your project tree. It can led to problems.

So the tree should look like this:

- MyApps
  - SimplyDemo
    - SimpleDemo.h
    - etc.

Insted of:

- MyApps

- SimplyDemo
  - newSimpleDemo
  - SimpleDemo.h
  - etc.

Sincerely,  
Klugier

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