

---

Subject: Re: Control property syntax (ArrayCtrl, Button), IDE syntax guide unclear to me  
Posted by [Edward](#) on Sat, 21 Feb 2015 16:49:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Resolved !!!! Resolved !!!! Resolved !!!!

This solves the build errors found in this example project.

[http:// www.codeproject.com/Articles/15163/Getting-Started-With-Ultimate?msg=5005237](http://www.codeproject.com/Articles/15163/Getting-Started-With-Ultimate?msg=5005237)

This is a great simple exercise for a newbie planning to work with data forms.

File: main.cpp

```
#include "SimpleDemo.h"

SimpleDemo::SimpleDemo()
{
    CtrlLayout(*this, "Window title");
    Sizeable().Zoomable();
    arrLIST.AddColumn(t_("Item")); // **** Corrected !! ****
    arrLIST.Removing();
    btnAdd <<= THISBACK(AddItem); // Uses a callback to link the button to the function

}

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

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

---

#### File Attachments

1) [SimpleDemo5.zip](#), downloaded 269 times

---