
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

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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 204 times
