
Subject: Re: Multiple Layout (forms) project examples?

Posted by [Edward](#) on Mon, 23 Feb 2015 14:21:26 GMT

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I did find a guide on adding additional 'windows' to U++ projects as titled by the author.
See Leonard's Ultimate++ Notebook: (not sure why all of the results found are circa 2005/2006).
<http://leonardoce.interfree.it/leowiki.html>

But, in Step 3, I'm not understanding specifically where the 'Constructor' is located.
The instructions state:

Quote:Open the generated header file (usually named "{pkgname}.h") and put the generated class declaration under the class declaration already present. If you want you can change the name of the class... etc...

Cut and paste the constructor from the header file to the cpp file (usually named "main.cpp").

This is the 'Dialog class' code generated from my new layout.

```
class MainDlg : public WithMain<TopWindow> {  
    typedef MainDlg CLASSNAME;
```

```
public:  
    MainDlg();  
};
```

```
MainDlg::MainDlg()  
{  
    CtrlLayout(*this, "");  
}
```

This is my 'Dialog struct' code generated:

```
struct MainDlg : WithMain<TopWindow> {  
    typedef MainDlg CLASSNAME;  
    MainDlg();  
};
```

```
MainDlg::MainDlg()  
{  
    CtrlLayout(*this, "");  
}
```

Is the (constructor from the header file to the cpp file (usually named "main.cpp")) already in the header file (of HomeBudget example).

If anyone understands this explanation please advise, the author was a bit vague for this

beginner.

Any advice appreciated.
