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

Posted by [mirek](#) on Mon, 23 Feb 2015 14:32:36 GMT

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Edward wrote on Mon, 23 February 2015 15:21 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).

Its very surprising everyone knows so little about using Ultimate++ considering its age, ~10 years...

Any advice appreciated.

Not quite sure where the problem is - it all looks OK.

The only thing you need to be careful about is that 'struct' part can go to header (needs to if the dialog is about to be used from multiple files) and constructor part (MainDlg::MainDlg() { ... }) must reside in .cpp.
