

I'm trying to load a layout with the push of a button.

The layout loads here as expected in GUI_APP_MAIN.

```
GUI_APP_MAIN
```

```
{
  Form1().Run(); // ***** Displays Form 1 perfectly *****
  //Form2Dlg().Run(); // ***** Displays Form 2 perfectly ***** <<- Push button control
}
```

But I can't get the Button coding syntax working. Haven't found THISBACK instructions or example syntax.

Here is my full .CPP code:

```
#include "Form1.h"
```

```
//***** Pasted struct code here, from code generator *****
```

```
struct Form2Dlg : WithForm2Layout<TopWindow> {
  typedef Form2Dlg CLASSNAME;
  Form2Dlg();
};
```

```
Form2Dlg::Form2Dlg()
```

```
{
  CtrlLayout(*this, "Form 2");
}
//-----
```

```
Form1::Form1()
```

```
{
  CtrlLayout(*this, "Form 1");
}
//-----
```

```
class Form1Dlg : public WithForm1Layout<TopWindow> {
  typedef Form1Dlg CLASSNAME;
```

```
void Btnform2();
```

```
public:
  Form1Dlg();
};
```

```
Form1Dlg::Form1Dlg()
```

```
{
  CtrlLayout(*this, "Form 1");
```

```
    btnForm2 <=<= THISBACK(Btnform2); // Pushing button to invoke Btnform2 function
}

void Form1Dlg::Btnform2() // Display Form 2 function
{
    Form2Dlg().Run();
}

GUI_APP_MAIN
{
    Form1().Run(); // ***** Displays Form 1 perfectly *****
    //Form2Dlg().Run(); // ***** Displays Form 2 perfectly *****
}
```

Any guidance appreciated
