
Subject: Re: Issues using 2015.2 version
Posted by [Lance](#) on Thu, 21 Jan 2016 17:34:28 GMT
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Not sure if you are directly using the BarcodeTest program, anyway, the following line generates the problem you referred to

```
GUI_APP_MAIN
{
    auto a=MyApp();           <===== This line
    a.Sizeable().MaximizeBox();
    a.Maximize();
    a.Run();

}
```

while MyApp has this definition

```
struct MyApp : WithBarcodeTestLayout<TopWindow>
{
    MyApp()
    {
        CtrlLayout(*this, "Barcode Test");
        input<<=THISBACK(Updated);
        print.SetImage(CtrlImg::print())<<=THISBACK(Print);
        top<<=2;
        left<<=2;
    }

    virtual void Paint(Draw& w);

    void GenBarcode();
    void Print();

    void Updated()
    {
        Refresh();
        Code128 c(String().Cat()<<~input);
        EAN ean(AsString(~input));
        PDF417 pdf(AsString(~input));
        richview.SetQTF(String("[ ").Cat()
            <<c.DisplayText("Hi, U++ user!")
            .Color(Red()).BarRatio(36)
            <<"&&" // new line
            <<ean.Type(EAN::EAN8UPCAEAN13)
```

```

.DisplayText("Best Seller")
<<"&&
<<pdf.FixedAspectRatio(3,2)
);
}

typedef MyApp CLASSNAME;

};

```

There are not even any data members (except ones inherits from its ancestors) in the MyApp struct definition, so it could not be because of anything from my barcode library.

I am also puzzled on that line. Logically local variable a should be default constructed once, instead of a default construct of a temporary and then an assignment, so it should be equivalent to

```
MyApp a;
```

Apparently I was wrong. Anyway, change the line to above fixed the problem. I was wondering why should I use the more cumbersome form at first place. So if you are using the BarcodeTest program directly, change the GUI_MAIN to the following form will fix your problem:

```

GUI_APP_MAIN
{
    MyApp a;
    a.Sizeable().MaximizeBox();
    a.Maximize();
    a.Run();

}

```

HTH
