Subject: Re: Problem compiling 32-bit apps with 64-bit MINGW
Posted by Melek on Tue, 24 Jan 2017 21:28:07 GMT

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 :) Excelent Good Job.
I already tested with "2017.1rc1" and it worked perfectly for me to place the icon and version details in the .rc file
I imagine that using the MinGW compiler the executable is compiled in machine language.
And I was seeing some tutorials on the page and I would like to know if a window created as file.lay can be made activate MaximizeBox and MinimizeBox, since that can only do it from the code directly. And I still do not quite understand how to create several window2.cpp, window3.cpp classes as dialog type windows using layout assistance "window2.lay and window3.lay". These are some details that I do not know yet. I have tried with the examples that appear on the page to create modal windows and it works, but suddenly for large applications, it would be easier to create windows in their own classes and files to make code maintenance more comfortable.