
Subject: Re: MessageCtrl: A passive notifications ctrl and manager.

Posted by [forlano](#) on Sun, 11 Mar 2018 11:03:28 GMT

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Hi Oblivion,

today I tried to test MessageCtrl with a layout file. After dropping the ctrl on the .lay file as user class the compiler complained:

```
C:\upp\uppsrc/CtrlCore/TopWindow.h (204): required from 'void Upp::CtrlLayout(T&) [with T =
MessageLay]
C:\MyApps\MessageLay\MessageLay.h (10): In file included from
C:\MyApps\MessageLay\MessageLay.h:10:0,
C:\MyApps\MessageLay\main.cpp (1): from C:\MyApps\MessageLay\main.cpp:1:
C:\upp\uppsrc/CtrlCore/TopWindow.h (212): required from 'void Upp::CtrlLayout(T&, const char*)
[with T = MessageLay]
C:\MyApps\MessageLay\main.cpp (5): required from here
C:\MyApps\MessageLay\MessageLay.lay (2): error: 'class Upp::MessageCtrl' has no member
named 'HSizePosZ'
C:\upp\uppsrc/CtrlCore/lay.h (57): error: 'class Upp::MessageCtrl' has no member named
'LayoutId'
C:\upp\uppsrc/CtrlCore/lay.h (57): error: no matching function for call to
'Upp::Ctrl::Add(Upp::MessageCtrl&)'
```

Does the ctrl needs some more methods to better integrate with current layout file or am I missing something?

Thanks,
Luigi