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Subject: Re: I can't to build exe-file from default package.

Posted by [Klugier](#) on Fri, 25 May 2018 10:44:39 GMT

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Hello,

If you are new in Upp world. I highly suggest to you, to firstly build any example attached to Upp standard distribution. Then if everything works as expected, you should try creating your own package with creator.

I also see that you start using WinAPI. Upp provides portable GUI library, so there is not need to use native API.

Please select following package - if you can not find it for some reasons please let me know:

Sincerely,  
Klugier

### File Attachments

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1) [ExemplaryGUIPackage.PNG](#), downloaded 554 times

Select main package (TheIDE 11783)

- Assembly
- examples
- examples-bazaar
- MyApps
- MyApps-bazaar
- reference
- tutorial**
- uppsrc

Package (60)	Nest	Description
<b>CoreTutorial</b>	tutorial	
<b>Draw01</b>	tutorial	Basic drawing operations
<b>Draw02</b>	tutorial	Offsets and clipping
<b>Draw03</b>	tutorial	Fonts and font metrics
<b>Draw04</b>	tutorial	DrawingDraw
<b>Draw05</b>	tutorial	ImageDraw
<b>Draw06</b>	tutorial	Printing
<b>Grid01</b>	tutorial	Basics
<b>Gui01</b>	tutorial	GUI application main function
<b>Gui02</b>	tutorial	Application window
<b>Gui03</b>	tutorial	Modifying TopWindow properties
<b>Gui04</b>	tutorial	Painting the view area
<b>Gui05</b>	tutorial	Reacting to input events
<b>Gui06</b>	tutorial	Multiple main windows
<b>Gui07</b>	tutorial	Menu
<b>Gui07a</b>	tutorial	Menu - as single lambda
<b>Gui08</b>	tutorial	Context menu
<b>Gui09</b>	tutorial	Context menu alternative and using CallbackArgTarget
<b>Gui10</b>	tutorial	Adding images
<b>Gui11</b>	tutorial	ToolBar
<b>Gui12</b>	tutorial	StatusBar and decorative Frames
<b>Gui13</b>	tutorial	Adding child Ctrl's - widgets, reacting to widget events
<b>Gui14</b>	tutorial	More about logical coordinates
<b>Gui15</b>	tutorial	Font-zoomed logical coordinates
<b>Gui16</b>	tutorial	Layouts

Application window

Main packages of first nest ▾

 Brief list