Subject: Control4U issue with IExplorer
Posted by Qwak on Thu, 25 Oct 2018 14:06:42 GMT

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Hi everyone,

I'm trying to use IEWidget from Control4U but even with simple and small code:
IeController.lay LAYOUT(IeControllerLayout, 328, 272)
   ITEM(InternetExplorerBrowser, myIe, SetStatus(false).LeftPosZ(16, 296).VSizePosZ(28, 28))
END_LAYOUT

Main.cpp #include "IeController.h"
#include <Controls4U/Controls4U.h>
#include <Controls4U/ActiveX.h>
#include <Controls4U/ActiveX_base.h>
IeController::IeController()
{
   CtrlLayout(*this, "Window title");
   myIe.SetStatus("true");
   myIe.Browse("www.google.fr");

}

GUI_APP_MAIN
{
   IeController().Run();
}

IeController.h #ifndef _IeController_IeController_h
#define _IeController_IeController_h

#include <CtrlLib/CtrlLib.h>
#include <Controls4U/Controls4U.h>
#include <Controls4U/ActiveX.h>
#include <Controls4U/ActiveX_base.h>
using namespace Upp;

#define LAYOUTFILE <IeController/IeController.lay>
#include <CtrlCore/lay.h>

class IeController : public WithIeControllerLayout<TopWindow> {
   InternetExplorerBrowser ie;

public:
   typedef IeController CLASSNAME;
   IeController();
};

#endif

My IExplorer don't appear in my window. Do someone have any clues of what the problem is ?

Thanks in advance, have a good day !

Qwak

File Attachments
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1) unknown.png, downloaded 330 times