Subject: Re: easiest way to convert a Topwindow into a control
Posted by yeus on Mon, 30 Oct 2006 09:23:25 GMT

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yay ! thx... that helped me a lot...

I also found out another thing:

it is very important to include the .h-file of your class BEFORE you define LAYOUTFILE:

#include "mylayout.h"

#define LAYOUTFILE <test5/test5.lay>

 Otherwise it won't compile... jesus it took me about 2 days to find that out ...

Now I only got one Problem left:

the userclass thing with layouts and all that stuff works now...

My Window doesn't paint any backround. Is there a method to paint the backround automatically without drawing a rectangle in the "Paint" function?

greetings, Tom

greetings Tom...