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Subject: Gui Tutorial 16 oops...

Posted by [jimmygyuma](#) on Mon, 09 Apr 2007 21:23:43 GMT

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You'll need to refer to the Gui Tutorial 16 to follow this.

I compiled and ran it, then changed some things in the designer and it wouldn't compile. I undid everything, compiled. Then I made the following changes one by one, compiling after each.

Set Label font to bold.

Set Label ink to White.

Set Option font to bold.

Set Option ink to White ... and got this:

```
C:/upp/tutorial/Gui16/dlg.lay: In function `void InitLayout(Upp::Ctrl&, L&, D&, DlgLayout__layid&)
[with L = MyApp, D = MyApp]':
```

```
C:/upp/uppsrc/CtrlCore/TopWindow.h:220: instantiated from `void Upp::CtrlLayout(T&) [with T =
MyApp]'
```

```
C:/upp/uppsrc/CtrlCore/TopWindow.h:228: instantiated from `void Upp::CtrlLayout(T&, const
char*) [with T = MyApp]'
```

```
C:\upp\tutorial\Gui16\main.cpp:10: instantiated from here
```

```
C:/upp/tutorial/Gui16/dlg.lay:4: error: 'class Upp::Pusher' has no member named 'SetInk'
```

```
Gui16: 1 file(s) built in (0:03.57), 3578 msec / file, duration = 3594 msec
```

In an ideal world, the designer wouldn't let me set something that wouldn't fly, but aside from that, if it 'has no member named "SetInk",' why is it there inviting you to change it?

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