Subject: [SOLVED] Linking Ok, but .exe doesn't open after add a widget in a Layout
Posted by Diego22 on Fri, 25 Aug 2017 20:07:43 GMT
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Hi,

I need help. I'm doing my degree thesis. Yesterday, my project and .exe worked but today in the morning when I added only a "Label" or any widget in a Layout, the linking was right but .exe didn't open. If I delete the label, it works again.

I use MINGW and v.10804

Could anyone help me? It's very important.

Regards.

Subject: Re: Linking Ok, but .exe doesn't open after add a widget in a Layout
Posted by mr_ped on Sat, 26 Aug 2017 08:41:58 GMT
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"linking was right" = so you get new .exe file? (check date, or do clean+build, then the exe will not exist if build didn't finish)

"not open" = that's sort of impossible, can you try from cmd.exe, if it's OS reporting something weird about .exe, or it does run and just instantly quits? Any message?

Or try debug from inside IDE, and put breakpoint somewhere into start of your app to see if it will be reached (and breaks into debugger).

Any compiler warnings?

Your description is too vague to help you, try to add as many details, as possible.

Also examples of the code which was affected by label addition, how you added it and where.

Subject: Re: [SOLVED] Linking Ok, but .exe doesn't open after add a widget in a Layout
Posted by Diego22 on Sun, 27 Aug 2017 13:27:57 GMT
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Thanks mr_ped. I was thinking about your possible options and I realised that with MINGW Release it was working perfectly, but MINGW Debug and Debugger didn't show me the program and the .exe was in the folder.

I upgraded to latest version and I added one by one all the file to the packet and now It works

again.