
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:

```
leController.lay LAYOUT(leControllerLayout, 328, 272)
```

```
    ITEM(InternetExplorerBrowser, myle, SetStatus(false).LeftPosZ(16, 296).VSizePosZ(28, 28))
END_LAYOUT
```

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

```
GUI_APP_MAIN
{
    leController().Run();
}
```

```
leController.h #ifndef _leController_leController_h
#define _leController_leController_h

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

#define LAYOUTFILE <leController/leController.lay>
#include <CtrlCore/lay.h>
```

```
class leController : public WithleControllerLayout<TopWindow> {
    InternetExplorerBrowser ie;

public:
    typedef leController CLASSNAME;
    leController();
};
```

#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

1) [unknown.png](#), downloaded 323 times
