Subject: Newbie Problems with the menu example...
Posted by _Seven_ on Tue, 30 May 2006 17:12:41 GMT
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Hi everyone. I am trying follow an example posted on site of U++ and i tried to create the same program but it's not work. I don't know where is the problem. Can you help me? Where i am wrong?
The code:

```
#include <CtrlLib/CtrlLib.h>

struct App : public TopWindow{
 bool list_numbers;

 void Exit(){
  Close();
 }
 void List_Numbers(){
  list_numbers=!list_numbers;
 }
 void show(int i){
  PromptOK(AsString(i));
 }
 void draw(Bar& bar){
  for(int i=0;i<10;i++)
   bar.Add(AsString(i), THISBACK(show,i));
 }
 void Opcoes(Bar& bar){
  bar.Add("Mostrar numeros", THISBACK(List_Numbers));
  bar.Add("Lista :", THISBACK(draw));
  bar.Add("Sair", THISBACK(Exit)).Key(CTRL_Q);
 }
 void MenuBar(Bar& bar){
  bar.Add("Opcoes",THISBACK(Opcoes));
 }

 MainBar Opcoes;
 typedef App CLASSNAME;

 App(){
       numbers_enabled = true;
       AddFrame(Opcoes);
       menu.Set(THISBACK(MainBar));
   }
};

GUI_APP_MAIN
{
 App.Run();
```

}

Subject: Re: Problems with the code
Posted by forlano on Tue, 30 May 2006 17:47:16 GMT
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Seven wrote on Tue, 30 May 2006 19:12Hi everyone. I am trying follow an example posted on site of U++ and i tried to create the same program but it's not work. I don't know where is the problem. Can you help me? Where i am wrong?
The code:

```
#include <CtrlLib/CtrlLib.h>

struct App : public TopWindow{
 bool list_numbers;

 void Exit(){
  Close();
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 void List_Numbers(){
  list_numbers=!list_numbers;
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 void show(int i){
  PromptOK(AsString(i));
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 void draw(Bar& bar){
  for(int i=0;i<10;i++)
   bar.Add(AsString(i), THISBACK(show,i));
 }
 void Opcoes(Bar& bar){
  bar.Add("Mostrar numeros", THISBACK(List_Numbers));
  bar.Add("Lista :", THISBACK(draw));
  bar.Add("Sair", THISBACK(Exit)).Key(CTRL_Q);
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 void MenuBar(Bar& bar){
  bar.Add("Opcoes",THISBACK(Opcoes));
 }

 MainBar Opcoes;
 typedef App CLASSNAME;

 App(){
        numbers_enabled = true;
        AddFrame(Opcoes);
        menu.Set(THISBACK(MainBar));
```

```
    }
};

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

Hello Seven,

to help us (at least me) to help you please add some other information. For example let me know which was the original example you are referring to. In your code I see several mistakes. For example:

```
 bar.Add(AsString(i), THISBACK(show,i));
```

should be

```
 bar.Add(AsString(i), THISBACK1(show,i));
```

Please note the '1' as you are passing "one" parameter to show() method. There are other problems but first address me to the original example in this forum.

Luigi

PS: I guess our administrator will move this post in another forum, perhaps here: http://www.arilect.com/upp/forum/index.php?t=thread&frm_ id=21& It is very important to post in the right place to speed up the answer and even to help new user to find what they need in few clicks. To have an idea about the topics treated in each forum try to have a look at them. I started in this manner and after some mistakes I learned where to post correctly, at least most of the time .

Subject: Re: Problems with the code
Posted by forlano on Wed, 31 May 2006 05:19:19 GMT
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This work:

```
#include <CtrlLib/CtrlLib.h>

struct App : public TopWindow {
 bool    list_numbers;
```

```
 void Exit(){
  Close();
 }
 void List_Numbers(){
  list_numbers=!list_numbers;
 }
 void show(int i){
  PromptOK(AsString(i));
 }
 void draw(Bar& bar){
  for(int i=0;i<10;i++)
   bar.Add(AsString(i), THISBACK1(show,i));
 }
 void Opcoes(Bar& bar){
  bar.Add("Mostrar numeros", THISBACK(List_Numbers));
  bar.Add("Lista :", THISBACK(draw));
  bar.Add("Sair", THISBACK(Exit)).Key(K_CTRL_Q);
 }
 void MainBar(Bar& bar){
  bar.Add("Opcoes",THISBACK(Opcoes));
 }

 MenuBar opcoes;
 typedef App CLASSNAME;

 App(){
        list_numbers = true;
        AddFrame(opcoes);
        opcoes.Set(THISBACK(MainBar));
    }
};

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

You mixed up the old code with the new one. Moreover there were some mistakes due to variable with capital letter. Compare it with your previous code to see the difference and understand the errors.
Luigi

Subject: Re: Problems with the code
Posted by fudadmin on Wed, 31 May 2006 07:07:18 GMT

forlano wrote on Tue, 30 May 2006 18:47

PS: I guess our administrator will move this post in another forum, perhaps here:
http://www.arilect.com/upp/forum/index.php?t=thread&frm_ id=21& It is very important to post in the right place to speed up the answer and even to help new user to find what they need in few clicks. To have an idea about the topics treated in each forum try to have a look at them. I started in this manner and after some mistakes I learned where to post correctly, at least most of the time .

Thanks, Luigi, for your help.

Seven,
1. when posting, please, try hard to make your topic name unique. Think, if all topics are named "Problems with code"... or "Help".
2. Also, in cases like yours (when code doesn't compile), post the first few lines of compiler output. Compiler messages should be helpful to name your topic and ... find the "problems with the code"...

Subject: Re: Problems with the code
Posted by _Seven_ on Wed, 31 May 2006 13:27:36 GMT

sorry i'm a noob working on this but erros of the code are:
Quote:
H:\MyApps\myfirstGUI\main.cpp:28: error: `MainBar' does not name a type
H:\MyApps\myfirstGUI\main.cpp: In member function `void App::Opcoes(Bar&)':
H:\MyApps\myfirstGUI\main.cpp:22: error: `CTRL_Q' undeclared (first use this function)
H:\MyApps\myfirstGUI\main.cpp:22: error: (Each undeclared identifier is reported only once for each function it appears in.)
H:\MyApps\myfirstGUI\main.cpp: In constructor `App::App()':
H:\MyApps\myfirstGUI\main.cpp:32: error: `numbers_enabled' undeclared (first use this function)
H:\MyApps\myfirstGUI\main.cpp:33: error: no matching function for call to `App::AddFrame(<unknown type>)'
H:/Programas/upp/uppsrc/CtrlCore/CtrlCore.h:770: note: candidates are: Ctrl& Ctrl::AddFrame(CtrlFrame&)
H:\MyApps\myfirstGUI\main.cpp:34: error: `menu' undeclared (first use this function)
H:\MyApps\myfirstGUI\main.cpp:34: error: `MainBar' is not a member of `App'
H:\MyApps\myfirstGUI\main.cpp: In function `void GuiMainFn_()':
H:\MyApps\myfirstGUI\main.cpp:40: error: expected primary-expression before '.' token

Subject: Re: Problems with the code
Posted by fudadmin on Wed, 31 May 2006 14:37:19 GMT

Seven wrote on Wed, 31 May 2006 14:27sorry i'm a noob working on this...

Then, also, if you want to experiment with examples, do not change many things at once!

1. Make a copy of the example package.
2. In that copy, change ONE thing and compile.
3. If you got an error then analyze that error and/or ask here.

have you read this topic?:
http://www.arilect.com/upp/forum/index.php?t=msg&th=483& amp;start=0&