Subject: Tutorial update(s)
Posted by EspressoMan on Mon, 04 Dec 2023 04:42:52 GMT
View Forum Message <> Reply to Message

So here I am back making a concerted effort to learn UPP. Working my way through the tutorials, I'm finding the occasional problem which I think is likely due to updates of UPP not being reflected in (previously written) tutorial code. Rest assured that I do not intend to post any of these "problems" without checking for my own typos and making a serious effort to search the forums for previous posts on the topic. I don't necessarily expect anyone to reply but of course I would be most grateful to those who do.

Right now I'm in section 10 of Tutorial Gui01 and there is a section of code 'hanging up' in theIDE

```
...
void SubMenu(Bar& bar)
{
   bar.Add( "Exit", TutorialImg::Exit(), [=] { Exit(); } );
}
...
```

The error reported is that TutorialImg has no member named "Exit" and I'm perplexed by that. How do I fix it?

Oooops! Already found the problem! - Include path not set to sandbox dirs...