Subject: Compiling simple app with .lay file -
Posted by turcio on Tue, 11 Sep 2007 12:59:53 GMT
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I created the simplest gui with no widgets in Layout Designer and called it 'majn'. Unfortunately it doesn't compile. Can anybody help me??

```
 *****main.cpp********************************************** ****

#include <CtrlLib/CtrlLib.h>

using namespace Upp;
#define LAYOUTFILE <pierwsza/main.lay>
#include <CtrlCore/lay.h>

class majn : public Withmajn<TopWindow> {
public:

 typedef majn CLASSNAME;

 majn(){
  CtrlLayout(*this,"Pierwsza aplikacja w U++");
 }
};

GUI_APP_MAIN(){
    majn().Run();
}

 ********************************************************** ****
```

ERRORS:

```
returning a fun
 ction
```

pierwsza: 1 file(s) built in (0:08.02), 8025 msecs / file, duration = 8035 msecs

There were errors. (0:08.93)

Subject: Re: Compiling simple app with .lay file -

Posted by Zardos on Tue, 11 Sep 2007 15:16:14 GMT
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ty:

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

GUI_APP_MAIN without ()

Subject: Re: Compiling simple app with .lay file -
Posted by turcio on Tue, 11 Sep 2007 15:28:28 GMT
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i spent almost two hours trying to figure it out...
thanks