Subject: Problem with tutorial
Posted by DoggyDog on Tue, 05 Feb 2008 14:12:08 GMT
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I am a novice programmer trying to learn U++. I have been following the tutorial and when I try to build TestDesigner I get several errors:

In file included from C:\upp8\uppsrc/CtrlCore/lay.h:22,
from C:\MyApps\TestDesigner\main.cpp:3:
C:\MyApps/TestDesigner/mywidget.lay:2: error: 'LabelBox' does not name a type
C:\MyApps/TestDesigner/mywidget.lay:3: error: 'Label' does not name a type
C:\MyApps/TestDesigner/mywidget.lay:4: error: 'EditString' does not name a type
C:\MyApps/TestDesigner/mywidget.lay:5: error: 'Button' does not name a type
In file included from C:\upp8\uppsrc/CtrlCore/lay.h:36,
from C:\MyApps\TestDesigner\main.cpp:3:
C:\MyApps/TestDesigner/mywidget.lay: In function 'void InitLayout(Upp::Ctrl&, L&, D&, MyFirstWidget__layid&)':
C:\MyApps/TestDesigner/mywidget.lay:2: error: there are no arguments to 't_GetLngString' that depend on a template parameter, so a declaration of 't_GetLngString' must be available
C:\MyApps/TestDesigner/mywidget.lay:2: error: (if you use '-fpermissive', G++ will accept your code, but allowing the use of an undeclared name is deprecated)
C:\MyApps\TestDesigner\main.cpp: At global scope:
C:\MyApps\TestDesigner\main.cpp:5: error: 'TopWindow' was not declared in this scope
C:\MyApps\TestDesigner\main.cpp:5: error: template argument 1 is invalid
C:\MyApps\TestDesigner\main.cpp: In constructor 'MyFirstWidget::MyFirstWidget()':
C:\MyApps\TestDesigner\main.cpp:14: error: 'CtrlLayout' was not declared in this scope
C:\MyApps\TestDesigner\main.cpp: In function 'void GuiMainFn_()':
C:\MyApps\TestDesigner\main.cpp:21: error: 'class MyFirstWidget' has no member named 'Run'
TestDesigner: 1 file(s) built in (0:03.86), 3869 msecs / file, duration = 3900 msecs, parallelization 0%

There were errors. (0:04.44)

Either I am doing something stupid (possible) or something has changed since the tutorial was written. Could somebody help?

DoggyDog

Subject: Re: Problem with tutorial
Posted by waxblood on Tue, 05 Feb 2008 15:04:08 GMT
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it seems "using namespace Upp;" declaration is missing in main.cpp, before the #define LAYOUTFILE <TestDesigner/mywidget.lay> line

David

Subject: Re: Problem with tutorial
Posted by DoggyDog on Tue, 05 Feb 2008 15:16:43 GMT
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Hubba, hubba, hubba.

I accidentally removed it. It now compiles! As I suspected, plain stupidity.

Thanks!

DoggyDog