
Subject: Problem with TopWindow and Widgets using Layout editor

Posted by [Mystery Smith](#) on Wed, 18 Nov 2009 11:35:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi all,

I'm new here and I have just started learning U++ with Thelde, and I am not too good at C++ itself either. I think that I have the general idea, but I have one problem with this code.

I have a layout with a button labelled "CANCELBUTTON" and I want an action to happen when it is pressed.

This is my code so far.

```
// gameSettings
struct gameSettings : WithSettingsWindow<TopWindow>
{

    void Exit() {
        if (PromptOKCancel("Cancel changes to settings?") == 1)
            { Break(); }
    }

    CANCELBUTTON=callback(Exit);

    gameSettings()
    {
        CtrlLayout(*this, "Game Settings");
    }
};
```

And my error message:

```
C:\MyApps\BrainBox\main.cpp(25) : error C3867: 'gameSettings::Exit': function call missing
argument list; use '&gameSettings::Exit' to create a pointer to member
C:\MyApps\BrainBox\main.cpp(25) : error C4430: missing type specifier - int assumed. Note: C++
does not support default-int
C:\MyApps\BrainBox\main.cpp(25) : error C2864: 'gameSettings::CANCELBUTTON' : only static
const integral data members can be initialized within a class
```

Is there anybody who can help me fix this problem?

Thanks very much in advance

Subject: Re: Problem with TopWindow and Widgets using Layout editor

Posted by [koldo](#) on Wed, 18 Nov 2009 12:50:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello Mystery

I would begin adding "typedef gameSettings CLASSNAME;" this way:

```
// gameSettings
struct gameSettings : WithSettingsWindow<TopWindow>
{
    typedef gameSettings CLASSNAME; // This is new
```

And I would change "callback" with "THISBACK".

Best regards

Koldo

Subject: Re: Problem with TopWindow and Widgets using Layout editor

Posted by [mrjt](#) on Wed, 18 Nov 2009 16:01:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, there are more problems than that.

- Callback assignment must be in a function
- Callback assignment should use the <=< operator
- Use RejectBreak so that the window is restored to it's previous state.

```
// gameSettings
struct gameSettings : WithSettingsWindow<TopWindow>
{
    typedef gameSettings CLASSNAME;
```

```
void Exit() {
    if (PromptOKCancel("Cancel changes to settings?"))
        { RejectBreak(IDCANCEL); }
}
```

```
gameSettings()
{
    CtrlLayout(*this, "Game Settings");
```

```
    CANCELBUTTON <=< THISBACK(Exit);
}
```

}; And while naming conventions are generally a matter of style I would strongly advise against using all uppercase for variable names. It will conflict with macros and make your code more difficult to read.

Keep at it, and feel free to ask more questions

Subject: Re: Problem with TopWindow and Widgets using Layout editor

Posted by [Mystery Smith](#) on Sun, 22 Nov 2009 05:27:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thank you very much, it all works perfectly now and I don't get "Heap Leaks Detected" errors anymore.

Subject: Re: Problem with TopWindow and Widgets using Layout editor

Posted by [koldo](#) on Sun, 22 Nov 2009 08:15:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

Excellent Mystery and feel free to ask. We like to help.
