Subject: How to add controls from bazaar in my apps ?
Posted by jibe on Fri, 11 Feb 2011 10:30:36 GMT

View Forum Message <> Reply to Message

Hi,

I'm re-discovering U++ after several years without using it, and I'm lost with simple things

How can I add in my applications some controls coming from bazaar ? I'm trying to add EditFile, but cannot add the Control4U package...

The only way I found is to make a link (I'm under linux) in the MyApp folder to the bazaar/Control4U folder. It's working, but not elegant...

Is there a better way ?

PS : Why is not the right way to do this described in the Bazaar User Guide ?

Subject: Re: How to add controls from bazaar in my apps ?
Posted by mr_ped on Fri, 11 Feb 2011 10:50:28 GMT

View Forum Message <> Reply to Message

You probably don't have bazaar nest listed in your assembly.

Use "Set main package" and in the left pane with assemblies edit your current one, or add new one if you are worried about old projects having some conflicts with bazaar packages (unlikely, but not impossible).

In edit append path to bazaar dir to other nest's paths (first input).

Should work then (I'm not aware of other step needed).

PS. will try to improve the guide, you are right, it's missing there, but need some spare time.

Subject: Re: How to add controls from bazaar in my apps ?
Posted by jibe on Fri, 11 Feb 2011 13:37:04 GMT

View Forum Message <> Reply to Message

Thanks ! I can now add packages from bazaar

But I've still a problem when I compile, as soon as I add EditFile control in the .lay file :

main.cpp
In file included from /home/joseph/upp/uppsrc/CtrlCore/lay.h:22,
          from /home/joseph/upp/MyApps/testEditFile/testEditFile.h:9,

from /home/joseph/upp/MyApps/testEditFile/main.cpp:1:

In file included from /home/joseph/upp/uppsrc/CtrlCore/lay.h:36,
        from /home/joseph/upp/MyApps/testEditFile/testEditFile.h:9,
        from /home/joseph/upp/MyApps/testEditFile/main.cpp:1:

D&, testEditFileLayout__layid&) [with L = testEditFile, D

/home/joseph/upp/MyApps/testEditFile/main.cpp:7:   instantiated from here

testEditFile: 1 file(s) built in (0:02.12), 2127 msecs / file, duration = 2132 msecs, parallelization 0%

There were errors. (0:02.28)

Here are my files :
TestEditFile.h
#ifndef _testEditFile_testEditFile_h
#define _testEditFile_testEditFile_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <testEditFile/testEditFile.lay>
#include <CtrlCore/lay.h>

class testEditFile : public WithtestEditFileLayout<TopWindow> {
public:
 typedef testEditFile CLASSNAME;
 testEditFile();
};

#endif

main.cpp
#include "testEditFile.h"

```
testEditFile::testEditFile()
{
 CtrlLayout(*this, "Window title");
}

GUI_APP_MAIN
{
 testEditFile().Run();
}

testEdifFile.lay
LAYOUT(testEditFileLayout, 332, 344)
 ITEM(EditFile, edfFile1, LeftPosZ(12, 296).TopPosZ(12, 19))
END_LAYOUT
```

mr_ped wrote on Fri, 11 February 2011 11:50PS. will try to improve the guide, you are right, it's missing there, but need some spare time.
Yes, time is always a problem !
... But if you do, maybe you'll loose less time to answer beginner's questions

---

Subject: Re: How to add controls from bazaar in my apps ?
Posted by unknown user on Fri, 11 Feb 2011 13:46:11 GMT
View Forum Message <> Reply to Message

Hi,

You're missing #include <Controls4U/Controls4U.h> in TestEditFile.h

```
//...
#include <CtrlLib/CtrlLib.h>
#include <Controls4U/Controls4U.h>
using namespace Upp;
```

If you use some widget in *.lay files then you'll have to get it into the scope (include it's file) before *.lay include.
```
// I.e.:
#include <SomeHeader>
```

// SomeWidget will be used in .lay file

```
#define LAYOUTFILE <testEditFile/testEditFile.lay>
#include <CtrlCore/lay.h>
```

Andrei

Subject: Re: How to add controls from bazaar in my apps ?
Posted by jibe on Fri, 11 Feb 2011 13:48:33 GMT
View Forum Message <> Reply to Message

Sorry, I just forgot to include Controls4U.h !!!

I have now the window with my EditFile, I'll try to use it to open a file...

Subject: Re: How to add controls from bazaar in my apps ?
Posted by mr_ped on Fri, 11 Feb 2011 16:27:25 GMT
View Forum Message <> Reply to Message

enjoy.

Subject: Re: How to add controls from bazaar in my apps ?
Posted by koldo on Fri, 11 Feb 2011 21:47:58 GMT
View Forum Message <> Reply to Message

Subject: Re: How to add controls from bazaar in my apps ?
Posted by jibe on Fri, 11 Feb 2011 22:02:52 GMT
View Forum Message <> Reply to Message

Hi,

Sorry and thank you, andreincx. I didn't see your post...

Yes, it's important to have the right includes at the right place. Especially, the include of
Controls4U must be before the namespace line.

All works fine now. Thanks to everybody who helped, and to koldo for those nice controls

---

Subject: Re: How to add controls from bazaar in my apps ?
Posted by koldo on Fri, 11 Feb 2011 22:19:39 GMT

```

Hello Beji

Welcome back!

AFAIK, Controls4U.h include can be before or after namespace. In fact, in Controls4U_demo, it is after namespace.

As Andrei says, it is necessary to put it before this:

#define LAYOUTFILE <testEditFile/testEditFile.lay>
#include <CtrlCore/lay.h>
, because testEditFile.lay uses classes declared in CtrlLib.h and Controls4U.h.

Subject: Re: How to add controls from bazaar in my apps ?
Posted by jibe on Mon, 14 Feb 2011 10:05:37 GMT

Hi koldo,

Yes, you're right : including Controls4U.h after namespace works well. I made so many tries that probably I made something wrong when I tested after the namespace

Subject: Re: How to add controls from bazaar in my apps ?
Posted by koldo on Mon, 14 Feb 2011 10:13:02 GMT