Subject: Getting compile errors, I modeled after TreeCtrlDnd, but I can't see the error
Posted by silverx on Thu, 01 Sep 2011 17:26:29 GMT
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I am trying to code a tree and use the WhenLeftDouble, to do some processing.

I am getting the following compile errors:

C:\MyApps\Train3\main.cpp(11) : error C2146: syntax error : missing ';' before identifier 'CLASSNAME'
C:\MyApps\Train3\main.cpp(11) : error C4430: missing type specifier - int assumed. Note: C++ does not support default
-int
C:\MyApps\Train3\main.cpp(11) : error C2208: 'Upp::TopWindow' : no members defined using this type
C:\MyApps\Train3\main.cpp(11) : fatal error C1903: unable to recover from previous error(s); stopping compilation
main.cpp
Train3: 1 file(s) built in (0:01.60), 1604 msecs / file, duration = 2948 msecs, parallelization 14%

There were errors. (0:23.82)

It looks similar to the TreeCtrlDnd in the reference item, so not sure why? Everything that I can see has the ; as required on it.

Also once I get to the ItemDC, how would I identify which item was double clicked upon?

I have attached my code.

Thanks

David

File Attachments

1) train3.zip, downloaded 506 times

Subject: Re: Getting compile errors, I modeled after TreeCtrlDnd, but I can't see the error
Posted by dolik.rce on Fri, 02 Sep 2011 05:32:04 GMT
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Hi David,

The compilation problem is most probably just too much copy-paste struct MyApp : TopWindow {

```
   SplitterFrame sf, RightSide;
 TreeCtrl   tree;

 typedef App CLASSNAME;  // <-- There is no type "App", it must be "MyApp"
...
```

To identify the line you clicked on, you can use GetCursorLine(), e.g.: void ItemDC()
```
 {
  PromptOK(DeQtf("Clicked on line " + IntStr(tree.GetCursorLine()) + "!"));
 }
```

Best regards,
Honza

Subject: Re: Getting compile errors, I modeled after TreeCtrlDnd, but I can't see the error
Posted by silverx on Fri, 02 Sep 2011 09:07:28 GMT
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Thank you. I did cut and paste from a couple of programs.

And the other worked out great.

David
