Subject: First time with upp
Posted by idkfa46 on Thu, 29 Dec 2011 18:27:08 GMT
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hi guys,
this is my first time on upp, i was trying to build a little program to understand how upp works but i have some problems atm.

The simply program "prova2" just have to take take 2 numbers and return the sum but something is wrong...

this is my code:
main.cpp

```
#include "prova2.h"

prova2::prova2()
{
 CtrlLayout(*this, "Window title");
}

int prova2::calcolo(int x, int y)
{
 int somma;
 somma = x+y;
 return somma;
}

GUI_APP_MAIN
{
 prova2().Run();
}
```

prova2.h

```
#ifndef _prova2_prova2_h
#define _prova2_prova2_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <prova2/prova2.lay>
#include <CtrlCore/lay.h>
```

```
class prova2 : public Withprova2Layout<TopWindow> {

 int calcolo(int x, int y);

public:
 typedef prova2 CLASSNAME;
 prova2();
};

#endif
```

prova2.lay

```
LAYOUT(prova2Layout, 268, 140)
 ITEM(EditInt, x, LeftPosZ(52, 64).TopPosZ(24, 19))
 ITEM(EditInt, y, LeftPosZ(188, 64).TopPosZ(24, 19))
 ITEM(Label, dv___2, SetLabel(t_("X =")).LeftPosZ(16, 33).TopPosZ(24, 21))
 ITEM(Label, dv___3, SetLabel(t_("Y =")).LeftPosZ(152, 33).TopPosZ(24, 21))
 ITEM(Label, somma, LeftPosZ(80, 172).TopPosZ(52, 24))
 ITEM(Label, dv___5, SetLabel(t_("Somma =")).LeftPosZ(16, 56).TopPosZ(56, 21))
 ITEM(Button, calcola, SetLabel(t_("CALCOLA")).SetFont(StdFontZ(19).Bold()).LeftPosZ(16,
236).TopPosZ(88, 32))
END_LAYOUT
```

where is my epic fail ?!
how is possible to obtain the sum without typing the button "CALCOLA" ?

Thanks for ur help and your time
regards,
Matteo

Subject: Re: First time with upp
Posted by cb31_fr on Thu, 29 Dec 2011 19:15:41 GMT
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Hi,

Your prova2.h and main.cpp modified.
The addition will be automatically done each time x or y is updated.

prova2.h :

```
#ifndef _prova2_prova2_h
#define _prova2_prova2_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <prova2/prova2.lay>
#include <CtrlCore/lay.h>



class prova2 : public Withprova2Layout<TopWindow> {
public:
 typedef prova2 CLASSNAME;
 prova2();

private:
 void calcolo();
};

#endif
```

And main.cpp :

```
#include "prova2.h"

prova2::prova2()
{
 CtrlLayout(*this, "Window title");

 // you must add a callback on x or y fields update
 x <<= THISBACK( calcolo) ;
 y <<= THISBACK( calcolo) ;
}

void prova2::calcolo()
{
 // You do the addition only if x and y are valid
 if( !( x.IsNullInstance() || y.IsNullInstance() ) )
 {
  // Here, you must get the value inserted in your x EditInt field (done with ~x)
  int xValue = ~x ;
```

```
  // And, you must also get the value inserted in your y EditInt field (done with ~y)
  int yValue = ~y ;

  // And now, you must update your somma Label field with the addition.
  // As somma is a Label, we must convert your result into text (done by Format)
  // and then, you update your field by the SetText method.
  somma.SetText( Format( "%d", xValue+yValue ) );
 }
 else
 {
  somma.SetText( "" ) ;
 }

 return ;
}

GUI_APP_MAIN
{
 prova2().Run();
}
```

Have fun with Upp.
Regards
Christian

Subject: Re: First time with upp
Posted by idkfa46 on Fri, 30 Dec 2011 14:25:36 GMT
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oh thanks! now is better

Subject: Re: First time with upp
Posted by mdelfede on Thu, 12 Jan 2012 15:22:09 GMT
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And a big welcome to my very first TimberStruct customer

Max

Subject: Re: First time with upp
Posted by koldo on Thu, 12 Jan 2012 20:39:02 GMT
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