Subject: DialSlider
Posted by idkfa46 on Sun, 18 Mar 2012 19:46:37 GMT
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Hello guys,
Today I have found an interesting slider application in the forum called DialSlider.
When I add it in MyApps folder and start the IDE, i cant see the main package so i rewrote it in a new package and compiling i receive the following error :

"DialSlider: 1 file(s) built in (0:02.71), 2715 msecs / file, duration = 2715 msecs, parallelization 0%
Linking...
LIBCMTD.lib(wincrt0.obj) : error LNK2019: unresolved external symbol _WinMain@16 referenced in function ___tmainCRTStartup
C:\upp\out\MSC9.Debug.Debug_full.Gui.Sse2\DialSlider.exe : fatal error LNK1120: 1 unresolved externals

There were errors. (0:03.49)"

Why ?!

Regards, Matteo

File Attachments
1) DialSlider.zip, downloaded 323 times

Subject: Re: DialSlider
Posted by fudadmin on Tue, 20 Mar 2012 16:52:38 GMT
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3 things missing:

1. you need something like this in your DialSlider.cpp (or create main.cpp):

```
class SliderWindow : public TopWindow {
public:
 DialSlider sl;
 typedef SliderWindow CLASSNAME;
 SliderWindow();
 ~SliderWindow() {;}
};

SliderWindow::SliderWindow()
{
 Add(sl.SizePos());
}
```

```
GUI_APP_MAIN
{
// SliderWindow().Run();  //crashes on img
 //or
 SliderWindow w;
 w.Run();
}
```

2. add CtrlLib to your package
3. add at least one compiler flag - GUI.

the last 2 things can be inspected (can be edited but not very recommended) in you *.upp file
or just put this inside your DialSlider.upp
uses
 CtrlLib;

file
 DialSlider.h,
 DialSlider.cpp,
 DialSlider.iml;

mainconfig
 "" = "GUI",
 "" = "GUI MT",
 "" = "GUI MT .NOGTK";

Subject: Re: DialSlider
Posted by fudadmin on Tue, 20 Mar 2012 16:58:09 GMT
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Or, if you found it in Bazaar (i haven't checked) and want to use in your programs, then create
your package with similar changes and add DialSlider package.

Subject: Re: DialSlider
Posted by idkfa46 on Wed, 21 Mar 2012 10:57:47 GMT
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oh thanks! working now

I would like to add it in my program.

I learnt to add DialSlider package but now, how can i call it back in my layout ?!

I have to define a user class maybe ? how ?

Matteo

Subject: Re: DialSlider
Posted by fudadmin on Wed, 21 Mar 2012 11:26:36 GMT
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sorry, Matteo,
I can't understand what do you mean by:

idkfa46 wrote on Wed, 21 March 2012 10:57
how can i call it back in my layout ?!

guesses:
1. use c++ callbacks in your class?
2. create an upp layout *.lay and then call/use callbacks?
3. put something back into your files?

Subject: Re: DialSlider
Posted by idkfa46 on Wed, 21 Mar 2012 12:42:24 GMT
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Well... I have a little app with an upp layout *lay and I thought to add the new slider inside it. My problem now is how can I display it in the corner of my *lay?!. I added the DialSlider package then in the *lay I have to define a new user class?

Matteo

Subject: Re: DialSlider
Posted by fudadmin on Wed, 21 Mar 2012 12:56:32 GMT
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idkfa46 wrote on Wed, 21 March 2012 12:42Well... I have a little app with an upp layout *lay and I thought to add the new slider inside it. My problem now is how can I display it in the corner of my *lay?!. I added the DialSlider package then in the *lay I have to define a new user class?

Matteo

try to search our forums and eg with my username:fudadmin. I think I had posted long ago answering to forlano. Also, try formulate your questions properly when asking and/or creating topics. this is the first step to become a programmer. Otherwise, sorry for being sexist, it is the reason why very few women can program...

Subject: Re: DialSlider
Posted by fudadmin on Wed, 21 Mar 2012 13:59:09 GMT
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for layouts check

this topic