

Hi,

I cant understand how to do that.

.h File

```
class Menu{
public:
    typedef Menu CLASSNAME;
    Menu();
    ~Menu();
    void WidgetFactory( One<Ctrl>& x);
    void OnButton(int n);
    void ButtonGenerator(int tableCount);
    ArrayCtrl menuArray;
    void GetMenu();

private:
    int buttonCounter;
    Vector<String> menuVec;

};
```

.cpp File

```
Menu::Menu()
{
    buttonCounter = 0;

    menuArray.AddColumn().Ctrls(THISBACK(WidgetFactory));
    menuArray.AddColumn().Ctrls(THISBACK(WidgetFactory));
    menuArray.AddColumn().Ctrls(THISBACK(WidgetFactory));
    menuArray.AddColumn().Ctrls(THISBACK(WidgetFactory));

    ButtonGenerator(20/4);
    menuArray.SetLineCy(50);
}

void Menu::ButtonGenerator(int tableCount){
```

```

for (int i = 1; i <= tableCount; ++i){
    menuArray.Add();
}

}

void Menu::OnButton(int n)
{
    PromptOK(AsString(n));
}

void Menu::WidgetFactory(One<Ctrl>& x)
{
    Button& b = x.Create<Button>();
    b.SetLabel("Table " + AsString(++buttonCounter));
    b.SizePos();
    b <<= THISBACK1(OnButton, buttonCounter);
}

Menu::~Menu(){
    menuArray.Clear();
}

Menu::GetMenu(){
    for(int i = 0; i < 21; ++i){
        menuVec.???????
    }

}

```

Why am I not able to access the vector here at the .cpp file?
 What am I missing here?
 And why would I be able to access it in the constructor in the .cpp file?

Thank you.

Best
 Georgi

Subject: Re: Vector declaration .h and initialization .cpp
 Posted by [nejnadusho](#) on Mon, 03 Dec 2012 06:23:55 GMT

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And how come I have no access in any function at the .cpp to a vector that is declared into the .h?

Best,
Georgi

Subject: Re: Vector declaration .h and initialization .cpp
Posted by [dolik.rce](#) on Mon, 03 Dec 2012 06:42:09 GMT
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Hi Georgi,

Dumb question: Did you #include the header file in the .cpp one? Also, are the definition and declaration in same namespace? And what exactly you mean by no access, can you post the compiler messages?

Best regards,
Honza

Subject: Re: Vector declaration .h and initialization .cpp
Posted by [nejnadusho](#) on Mon, 03 Dec 2012 23:03:21 GMT
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Honza,

Thank you for your reply.

The following was my problem.

This is the .cpp file I missed to put VOID before the Menu::GetMenu();

```
Menu::GetMenu(){
    for(int i = 0; i < 21; ++i){
        menuVec.???????
    }

}
```

I apologize for the dumb mistake.
Everything works great.

Best,
Georgi
