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Subject: simple TopWindow... branch classWindow : TopWindow

Posted by [fudadmin](#) on Sat, 03 Dec 2005 14:10:54 GMT

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So, the next part of my simple u++ window/widget "tutorial":

1. minimal "titleless MyClassWindow" (derived class from supplied by U++ TopWindow):

```
#include <CtrlLib/CtrlLib.h> //don't forget to include for the GUI
```

```
class MyClassWindow : public TopWindow {
public:
    typedef MyClassWindow CLASSNAME;
};
```

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

2. minimal, not very useful, but prepared for extending "titleless MyClassWindow":

```
#include <CtrlLib/CtrlLib.h>
```

```
class MyClassWindow : public TopWindow {
public:
    typedef MyClassWindow CLASSNAME;
    MyClassWindow(); //1. we need this in here with the same name
};
```

```
MyClassWindow::MyClassWindow() //2. we need this in here with the same name
{
}
```

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

3. "titled, zoomable, sizeable MyClassWindow"

Now let's do the extending:

```

#include <CtrlLib/CtrlLib.h>

class MyClassWindow : public TopWindow {
public:
    typedef MyClassWindow CLASSNAME;
    MyClassWindow();
};

MyClassWindow::MyClassWindow()
{
    Title("MyClassWindow1");
    Zoomable().Sizeable();
    SetRect(0, 0, 260, 80); //just to remind this is optional
}

GUI_APP_MAIN
{
    MyClassWindow().Run();
}

```

4. "titled, zoomable, sizeable MyClassWindow" + status bar:  
 (old:edited P.S. would be nice to know why, If I add statusBar like this)

```

#include <CtrlLib/CtrlLib.h>

class MyClassWindow : public TopWindow {
    StatusBar status;
public:
    typedef MyClassWindow CLASSNAME;

    MyClassWindow();
};

MyClassWindow::MyClassWindow()
{
    // AddFrame(status);
    Title("MyClassWindow1");
    Zoomable().Sizeable();
    SetRect(0, 0, 260, 80);
    // status = "Welcome to the Ultimate++ !";
}

GUI_APP_MAIN
{
    MyClassWindow().Run();
}

```

```
}
```

(old: Just to know you get:

Linking...

CtrlLib.lib(Prompt.obj) : error LNK2001: unresolved external symbol "public: virtual struct Size\_<int> \_\_thiscall ImageCtrl::GetMinSize(void)const " (?GetMinSize@ImageCtrl@@UBE?AU?\$Size\_@H@@XZ)

if you had added the other package and not CtrlLib... )

[Updated on: Sat, 03 December 2005 10:50]

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Subject: Re: simple TopWindow... branch classWindow : TopWindow

Posted by [mirek](#) on Sun, 04 Dec 2005 18:04:26 GMT

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Nice tutorial. Should not it be this is Documentation?

I will adopt it to Topic++ and website....

Keep posting!

Mirek

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