Subject: [SOLVED]Deleted layout controls still cause errors in compile. How? 8183 MinGW
Posted by Edward on Thu, 19 Feb 2015 16:20:56 GMT
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Maybe this is because I'm new to U++, but I have successfully built & compiled numerous GUI example projects, and simple ones I created.

Using this tutorial http:// www.codeproject.com/Articles/15163/Getting-Started-With-Ulti mate?msg=5005237 I initially created the project as instructed (named SimpleDemo),(with layout controls only) with no compile/build errors. But after adding the full specified code things blew up.

The big problem is, after I deleted all new controls from the layout and code to backtrack, the compiler continued to list the controls and numerous errors.
Could this be a settings issue? Should I be able to delete objects? Then I ran the full original complete project package as downloaded and it too had endless errors.

U++ then uninstalled & re-installed, all examples compile & build perfect again.

I must also say, I can be compiling included examples such as Days or HomeBudget and executing perfectly, but after I try to compile the SimpleDemo example, it breaks U++ build. U++ then will Not build/compile any of the included examples without immediate Errors again, no files created.

Compile report attached.
Any advice appreciated.

File Attachments
1) errorsGUI.txt, downloaded 447 times

Subject: Re: Deleted layout controls still cause errors in compile. How?
Posted by koldo on Fri, 20 Feb 2015 07:25:21 GMT
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Hello Edward

Welcome to the Forum.

If possible please zip and upload a simple sample with all files (full package folder) to help you better. I think you have different problems.

Best regards
Koldo

Subject: Re: Deleted layout controls still cause errors in compile. How? 8183
Posted by Edward on Fri, 20 Feb 2015 14:28:17 GMT
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Please find project folder attached for the SimpleDemo.

(this demo redefined the term "killer app" for me this week.)

File Attachments

1) IntroUpp_src.zip, downloaded 447 times

Subject: Re: Deleted layout controls still cause errors in compile. How? 8183
Posted by Klugier on Fri, 20 Feb 2015 17:02:48 GMT
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Hello Edward,

Your problem is easy to solve You will need to use "namespace Upp".

SimplyDemo.h:

```
#ifndef _SimpleDemo_SimpleDemo_h
#define _SimpleDemo_SimpleDemo_h

#include <CtrlLib/CtrlLib.h>

NAMESPACE_UPP // <- Remember to start "namespacing" ;) before LAYOUTFILE

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

class SimpleDemo : public WithSimpleDemoLayout<TopWindow> {
 void AddItem();
public:
 typedef SimpleDemo CLASSNAME;
 SimpleDemo();
};

END_UPP_NAMESPACE

#endif
```

Comment: Remember not to use "using namespace Upp" in your header file. Macro NAMESPACE_UPP equals "namespace Upp {" and "END_UPP_NAMESPACE" equals "}".

SimplyDemo.cpp:

```
#include "SimpleDemo.h"

using namespace Upp; // <- We want to use Upp components.

SimpleDemo::SimpleDemo()
{
 CtrlLayout(*this, "Shopping List");
 Sizeable().Zoomable();
 arrList.AddColumn("Item"); // Add a column titled "Item"
 arrList.Removing();   // Gives us a right-click menu to delete rows
 btnAdd <<= THISBACK(AddItem); // Uses a callback to link the button to the function
}

void SimpleDemo::AddItem()
{
 arrList.Add(~strItem); // The ~ operator calls the object's GetData() function
 strItem <<= Null;  // Manually clear the item
}

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

Here you will need to use "using namespace Upp", because you are using Upp components here.
Event "GUI_APP_MAIN" macro is in Upp namespace.

Sincerely,
Klugier

Subject: Re: Deleted layout controls still cause errors in compile. How? 8183 MinGW
Posted by Edward on Fri, 20 Feb 2015 17:13:06 GMT
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Klugier

Did you load and test the SimpleDemo package?

I corrected the using namespace Upp;
Still not building here.
See the Build report attached.

File Attachments
1) SD_build.txt, downloaded 573 times

Subject: Re: Deleted layout controls still cause errors in compile. How? 8183 MinGW
Posted by Klugier on Fri, 20 Feb 2015 17:38:11 GMT
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Hello Edward,

For me it clearly compile. I use Kubuntu 14.04 with GCC.

Quote:
C:\upp\uppsrc\firstGUI\main.cpp: In function 'void GuiMainFn_()':
C:\upp\uppsrc\firstGUI\main.cpp:10:16: error: 'class firstGUI' has no member named 'Run'
firstGUI().Run();

I do not see "firstGUI" class in your project? Did you put "using namespace Upp;" in your .cpp file?

In main function you have something like that:

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

P.S.
I have uploaded fixed package.

Sincerely,
Klugier

File Attachments
1) SimpleDemo.zip, downloaded 409 times

Subject: Re: Deleted layout controls still cause errors in compile. How? 8183 MinGW
Posted by Edward on Fri, 20 Feb 2015 18:38:43 GMT
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Quote:I do not see "firstGUI" class in your project? Did you put "using namespace Upp;" in your .cpp file?
Yes. See lower.

Klugier

I am testing build on your updated project.

For some reason my Builds are taking over 30 minutes time.
They were much faster previously.

Please check back to this message for updates.

Results
"Fatal error: SimpleDemo/SimpleDemo.lay: No such file or directory"

Build message results attached.

File Attachments
1) SD_Build4.txt, downloaded 481 times

Subject: Re: Deleted layout controls still cause errors in compile. How? 8183 MinGW
Posted by Klugier on Fri, 20 Feb 2015 20:22:57 GMT
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Hello Edward,

It is hard to say what is wrong. For me the code of this package seems to be OK. On my OS (Kubuntu 14.04 - GNU/Linux - GCC 4.8) it compiles perfectly. So, semantic is definitely OK.

Quote:
For some reason my Builds are taking over 30 minutes time.
They were much faster previously.

Yes, because it compiles all U++ packages. Previously you had only errors (Compilation process was not started).

Maybe it is compiler related problem. Did you try to use TheIDE with Visual Studio? Don't take my wrong I have never used GCC or MinGW with U++ on Windows. So I am definitely not expert in this area. Maybe someone else will know.

At the end I would like to enclose my version (which is probably the same as previous). You can also try "Rebuild all" options (Bomb on toolbar).

Sincerely,

Klugier

File Attachments
1) SimpleDemo.zip, downloaded 407 times

Subject: Re: Deleted layout controls still cause errors in compile. How? 8183 MinGW
Posted by koldo on Fri, 20 Feb 2015 21:24:53 GMT
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Hello Edward

I have tested Klugier last package and it seems perfect. I have tested in Windows 7, VS2010 without problems.

File Attachments
1) SimpleDemo.zip, downloaded 429 times

Subject: Re: Deleted layout controls still cause errors in compile. How? 8183 MinGW
Posted by Edward on Fri, 20 Feb 2015 21:43:39 GMT
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So the problem may be with the MinGW I'm using?

This really worries me, it seems to be a rare anomaly. Hopefully someone (or a U++ developer) using Windows will MingW with U++ respond.

I will be more than happy to make a funding donation if I can get these issues resolved, and know U++ is reliable. I'm trying to avoid Microsoft VS products because will be moving to Linux with UU+. My application will reside on Linux box later then too.

I must get to work ASAP on converting a 2002 VB6 healthcare application to C++.

Subject: Re: Deleted layout controls still cause errors in compile. How? 8183 MinGW
Posted by koldo on Fri, 20 Feb 2015 22:41:48 GMT
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Hello Edward

Your package compiles and runs without problems with MinGW 4.9.

What MinGW version are you using?

Subject: Re: Deleted layout controls still cause errors in compile. How? 8183 MinGW
Posted by Edward on Fri, 20 Feb 2015 23:41:57 GMT
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Are you using MinGW 4.9 on Windows?

MinGW Version,
Looking at the MinGW Installation Manager, looks like I have mingw32-gcc 4.8.1-4, mingw32-gcc-g++ 4.8.1-4, & mingw32-gdb 7.6.1-1.

Subject: Re: Deleted layout controls still cause errors in compile. How? 8183 MinGW
Posted by koldo on Fri, 20 Feb 2015 23:51:25 GMT
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Hello Edward

After reading your compiler output maybe the problem is much simpler.

In file included from C:\MyApps\newSimpleDemo\SimpleDemo\SimpleDemo.h:9:0,
from C:\MyApps\newSimpleDemo\SimpleDemo\main.cpp:1:
C:\upp\uppsrc/CtrlCore/lay.h:8:20: fatal error: SimpleDemo/SimpleDemo.lay: No such file or directory

Maybe in SimpleDemo.h you would have to add "newSimpleDemo" in #define:

#define LAYOUTFILE <newSimpleDemo/SimpleDemo/SimpleDemo.lay>

Subject: Re: Deleted layout controls still cause errors in compile. How? 8183 MinGW
Posted by Edward on Sat, 21 Feb 2015 00:19:31 GMT
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The LAYOUT file is already defined in SimpleDemo.h.
Line 6.

Adding it again caused a duplicate declaration error.

Subject: Re: Deleted layout controls still cause errors in compile. How? 8183 MinGW
Posted by Klugier on Sat, 21 Feb 2015 00:27:03 GMT
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Hello,

It seems that Koldo is right. It should look like this (in your case, I don't know why you created this directory):

SimplyDemo.h

```
#ifndef _SimpleDemo_SimpleDemo_h
#define _SimpleDemo_SimpleDemo_h

#include <CtrlLib/CtrlLib.h>

NAMESPACE_UPP

#define LAYOUTFILE <newSimpleDemo/SimpleDemo/SimpleDemo.lay>
#include <CtrlCore/lay.h>

class SimpleDemo : public WithSimpleDemoLayout<TopWindow> {
 void AddItem();
public:
 typedef SimpleDemo CLASSNAME;
 SimpleDemo();
};

END_UPP_NAMESPACE

#endif
```

Council for the future. You shouldn't put two directories in your project tree. It can led to problems.

So the tree should look like this:

- MyApps
  - SimplyDemo
    - SimpleDemo.h
    - etc.

Insted of:

- MyApps
  - SimplyDemo

- newSimpleDemo
  - SimpleDemo.h
  - etc.

Sincerely,
Klugier

Subject: Re: Deleted layout controls still cause errors in compile. How? 8183 MinGW
Posted by Edward on Sat, 21 Feb 2015 00:44:38 GMT
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Using new: #define LAYOUTFILE <newSimpleDemo/SimpleDemo/SimpleDemo.lay> from above, Produced the following error.

```
----- SimpleDemo ( GUI MAIN GCC DEBUG DEBUG_FULL WIN32 ) (9 / 9)
main.cpp
In file included from C:\upp\examples\SimpleDemo\SimpleDemo.h:7:0,
                 from C:\upp\examples\SimpleDemo\main.cpp:1:
C:\upp\uppsrc/CtrlCore/lay.h:8:20: fatal error: newSimpleDemo/SimpleDemo/SimpleDemo.lay: No such file or directory
 #include LAYOUTFILE
                    ^
compilation terminated.
SimpleDemo: 1 file(s) built in (0:01.96), 1968 msecs / file, duration = 2063 msecs

There were errors. (0:06.21)
--------------
```

Using the original produced the below error:

```
----- plugin/png ( GUI GCC DEBUG DEBUG_FULL WIN32 ) (8 / 9)
----- SimpleDemo ( GUI MAIN GCC DEBUG DEBUG_FULL WIN32 ) (9 / 9)
main.cpp
In file included from C:\upp\examples\SimpleDemo\SimpleDemo.h:7:0,
                 from C:\upp\examples\SimpleDemo\main.cpp:1:
C:\upp\uppsrc/CtrlCore/lay.h:8:20: fatal error: SimpleDemo/SimpleDemo/SimpleDemo.lay: No such file or directory
 #include LAYOUTFILE
                    ^
compilation terminated.
SimpleDemo: 1 file(s) built in (0:02.09), 2094 msecs / file, duration = 2157 msecs

There were errors. (0:04.35)
```

Subject: Re: Deleted layout controls still cause errors in compile. How? 8183 MinGW
Posted by koldo on Sat, 21 Feb 2015 08:28:35 GMT
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Hello Edward

Please in SimplyDemo.h just change

#define LAYOUTFILE <newSimpleDemo/SimpleDemo/SimpleDemo.lay>

with

#define LAYOUTFILE "C:/upp/examples/SimpleDemo/SimpleDemo.lay"

Subject: Re: Deleted layout controls still cause errors in compile. How? 8183 MinGW
Posted by Edward on Sat, 21 Feb 2015 16:56:02 GMT
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Solved!!!

See my post @:
http://www.ultimatepp.org/forums/index.php?t=msg&goto=44 301&#msg_44301

I began keying in suspected code line by one and building after each.
Syntax examples in the HomeBudget example helped.

Thanks koldo, klugier.

Latest project folder attached.

File Attachments
1) SimpleDemo5.zip, downloaded 412 times

Subject: Re: Deleted layout controls still cause errors in compile. How? 8183 MinGW
Posted by koldo on Sat, 21 Feb 2015 22:03:40 GMT
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