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Subject: [SOLVED]Control property syntax (ArrayCtrl, Button), IDE syntax guide unclear to me

Posted by [Edward](#) on Sat, 21 Feb 2015 02:09:40 GMT

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This should be simple for a seasoned U++ user.

The full syntax of controls, here is what I have so far:

```
{
  CtrlLayout(*this, "Window title");
  Sizeable().Zoomable();
  SimpleDemo.arrLIST.AddColumn("Item");
  SimpleDemo.arrLIST.Removing();
  SimpleDemo.btnAdd <<= THISBACK(AddItem);
}
```

Build Log:

C:\upp\examples\SimpleDemo\main.cpp: In constructor 'SimpleDemo::SimpleDemo()':

C:\upp\examples\SimpleDemo\main.cpp:7:13: error: expected unqualified-id before '.' token  
SimpleDemo.arrList.AddColumn("Item");

^

C:\upp\examples\SimpleDemo\main.cpp:8:13: error: expected unqualified-id before '.' token  
SimpleDemo.arrList.Removing();

^

C:\upp\examples\SimpleDemo\main.cpp:9:13: error: expected unqualified-id before '.' token  
SimpleDemo.btnAdd <<= THISBACK(AddItem);

^

Any advice appreciated.

### File Attachments

1) [Days\\_log.txt](#), downloaded 305 times

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Subject: Re: Control syntax (ArrayCtrl, Button), & references

Posted by [koldo](#) on Sat, 21 Feb 2015 08:31:05 GMT

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Hello Edward

Sorry for the question: is SimpleDemo a class name or a variable name?

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Subject: Re: Control syntax (ArrayCtrl, Button), & references

Posted by [Edward](#) on Sat, 21 Feb 2015 14:37:56 GMT

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Excuse the omission of the details.

The project files are: SimpleDemo.h, main.cpp, SimpleDemo.lav

Control names: btnAdd - Button, arrLIST - Array Control (ArrayCtrl), strItem - EditString

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Subject: Re: Control property syntax (ArrayCtrl, Button), IDE syntax guide unclear to me

Posted by [Edward](#) on Sat, 21 Feb 2015 16:49:18 GMT

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Resolved !!!! Resolved !!!! Resolved !!!!

This solves the build errors found in this example project.

[http:// www.codeproject.com/Articles/15163/Getting-Started-With-Ultimate?msg=5005237](http://www.codeproject.com/Articles/15163/Getting-Started-With-Ultimate?msg=5005237)

This is a great simple exercise for a newbie planning to work with data forms.

File: main.cpp

```
#include "SimpleDemo.h"
```

```
SimpleDemo::SimpleDemo()
{
    CtrlLayout(*this, "Window title");
    Sizeable().Zoomable();
    arrLIST.AddColumn(t_("Item")); // **** Corrected !! ****
    arrLIST.Removing();
    btnAdd <<= THISBACK(AddItem); // Uses a callback to link the button to the function
}
```

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

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

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## File Attachments

1) [SimpleDemo5.zip](#), downloaded 301 times

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Subject: Re: Control syntax (ArrayCtrl, Button), & references

Posted by [Klugier](#) on Sat, 21 Feb 2015 16:56:13 GMT

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Hello Edward,

When you derived from layout or you declare variable in your class you don't need to use operator ".". This construction is strange. Where have you declared variable "SimpleDemo"?

So,

```
SimpleDemo::SimpleDemo()
{
  CtrlLayout(*this, "Window title");
  Sizeable().Zoomable();
  SimpleDemo.arrLIST.AddColumn("Item"); // <- Illegal construction in c++. Write
  "arrLIST.AddColumn("Item");" insted.
  SimpleDemo.arrLIST.Removing(); // <- Do the same
  SimpleDemo.btnAdd <<= THISBACK(AddItem); // <- Do the same
}
```

If you want to explicitly refer to the derived class variables you can do something like this (But this construction is rare used):

```
WithSimplyDemoLayout::arrLIST.doSomething();
// In this case this is equals to:
arrLIST.doSomething();
```

To get current class element you can use "\*this" syntax (rare used in c++).

```
this->myInt = 5;
```

Sincerely,  
Klugier

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Subject: Re: [SOLVED]Control property syntax (ArrayCtrl, Button), IDE syntax guide unclear to me

Posted by [Edward](#) on Sat, 21 Feb 2015 17:07:52 GMT

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klugier

SimpleDemo is the project name.

I think your answer is line 1 of main.cpp.

The build error log messages were a bit misleading (to Me), considering the simple fix required to resolve the errors.

Take a look at the fixed project (SimpleDemo5) attached above.

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Subject: Re: [SOLVED]Control property syntax (ArrayCtrl, Button), IDE syntax guide unclear to me

Posted by [Klugier](#) on Sat, 21 Feb 2015 20:24:54 GMT

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Hello Edward,

I will change one thing in your code. You shouldn't use "using namespace Upp" in your header file (.h). Use "NAMESPACE\_UPP" & "END\_UPP\_NAMESPACE" construction. In implementation file (.cpp) you can/should use "using namespace Upp" or "NAMESPACE\_UPP" construction.

This is recommendation for all Upp projects.

P.S. 1

This construction is implemented in my previous post.

P.S. 2

Why you shouldn't use "using namespace" in header file -

<http://stackoverflow.com/questions/5849457/using-namespace-in-c-headers>.

Sincerely,  
Klugier

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