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 399 times

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?

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-Ulti mate?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();
}
```

File Attachments

1) SimpleDemo5.zip, downloaded 403 times

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

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.

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-i n-c-headers.

Sincerely,
Klugier
