
Subject: Compiling simple app with .lay file -
Posted by [turcio](#) on Tue, 11 Sep 2007 12:59:53 GMT
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I created the simplest gui with no widgets in Layout Designer and called it 'majn'. Unfortunately it doesn't compile. Can anybody help me??

```
*****main.cpp*****
```

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

```
using namespace Upp;  
#define LAYOUTFILE <pierwsza/main.lay>  
#include <CtrlCore/lay.h>
```

```
class majn : public Withmajn<TopWindow> {  
public:
```

```
    typedef majn CLASSNAME;
```

```
    majn(){  
        CtrlLayout(*this,"Pierwsza aplikacja w U++");  
    }  
};
```

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

```
*****
```

ERRORS:

returning a fun
ction

pierwsza: 1 file(s) built in (0:08.02), 8025 msec / file, duration = 8035 msec

There were errors. (0:08.93)
