
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 msec / file, duration = 2063 msec
```

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 msec / file, duration = 2157 msec
```

There were errors. (0:04.35)
