
Subject: Missing GridCtrl?

Posted by [jeremyc](#) on Fri, 31 Aug 2007 21:54:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello, I can compile the HomeBudget app just fine. However, when I go to use the GridCtrl in my own app, it fails. This is the compiler output...

```
----- CtrlLib ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (1 / 14)
----- SqlCtrl ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (2 / 14)
----- plugin\sqlite3 ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (3 / 14)
----- GridCtrl ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (4 / 14)
----- CtrlCore ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (5 / 14)
----- RichText ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (6 / 14)
----- Draw ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (7 / 14)
----- plugin\bmp ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (8 / 14)
----- Core ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (9 / 14)
----- plugin\z ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (10 / 14)
----- plugin\png ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (11 / 14)
----- Sql ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (12 / 14)
----- Report ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (13 / 14)
----- InvMaster ( GUI MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (14 / 14)
main.cpp
In file included from C:/develop/upp/uppsrc/CtrlCore/lay.h:22,
      from C:/develop/MyApps/InvMaster/InvMaster.h:9,
      from C:/develop/MyApps/InvMaster/main.cpp:1:
C:/develop/MyApps/InvMaster/InvMaster.lay:2: error: `GridCtrl' does not name a type
C:/develop/MyApps/InvMaster/InvMaster.lay: In function `void InitLayout(Upp::Ctrl&, L&, D&,
InvMasterLayout__layid&) [with L = InvMaster, D = InvMaster]':
C:/develop/upp/uppsrc/CtrlCore/TopWindow.h:219: instantiated from `void Upp::CtrlLayout(T&)
[with T = InvMaster]'
C:/develop/upp/uppsrc/CtrlCore/TopWindow.h:227: instantiated from `void Upp::CtrlLayout(T&,
const char*) [with T = InvMaster]'
C:/develop/MyApps/InvMaster/main.cpp:7: instantiated from here
C:/develop/MyApps/InvMaster/InvMaster.lay:2: error: 'class InvMaster' has no member named
'dv__0'
C:/develop/MyApps/InvMaster/InvMaster.lay:2: error: 'class InvMaster' has no member named
'dv__0'
InvMaster: 1 file(s) built in (0:04.51), 4515 msecs / file, duration = 4515 msecs
```

There were errors. (0:05.01)

As you can see, the GridCtrl is in the package. I am not sure where to go from here. As said, it works great in the Home Budget example.

Jeremy

Subject: Re: Missing GridCtrl?
Posted by [waxblood](#) on Sat, 01 Sep 2007 22:14:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

It sounds like you should place the GridCtrl include before layout file include. Note you must do this also for your user-defined classes to be used in the layout editor, otherwise they will be signalled as unknown during compilation.

Presumably, in InvMain.h you should write something like this:

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

```
using namespace Upp;
```

```
#define LAYOUTFILE <InvMaster/InvMaster.lay>  
#include <CtrlCore/lay.h>
```

David

Subject: Re: Missing GridCtrl?
Posted by [jeremyc](#) on Sat, 01 Sep 2007 22:41:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:
It sounds like you should place the GridCtrl include before layout file include.

Oh! Duh. That was certainly it. Thanks for the fix. GridCtrl now works great.

Jeremy
