Subject: Re: TLB_Frame_Attr weirdness/compile issue?
Posted by David Fanning on Thu, 29 Oct 2009 20:42:47 GMT

rdh wites:

> I'm seeing something odd on Windows with widget_base and the
> TLB_Frame_Attr option. In my code I set the TLB_Frame_Attr on a
> widget_base to 11 (no close, minimize, or bar menu), but when I open
> the project and "build all" and run the program, it basically sets it
> to '1'. I can keep on compiling this way and running and it never
> changes. However, If I then compile that individual source file
> (either .compile or the toolbar button) and run the program again, it
> works as expected.
>
> Is there something I'm not understanding about "Build All", or is
> something else?

I would be guessing some kind of path problem. If you
do a File_Which on that file, does it find the one you
expect it to?

Cheers,

David