Subject: TLB_Frame_Attr weirdness/compile issue?
Posted by rdh on Thu, 29 Oct 2009 20:24:37 GMT

Hello,

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?

thanks,
Romy

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

Subject: Re: TLB_Frame_Attr weirdness/compile issue?
Posted by rdh on Thu, 29 Oct 2009 21:36:52 GMT

Thanks David,

File_which() returned the expected result, but I looked more closely
at the compileoutput from build_all() and it was restoring a
manual .sav file that i had in my project directory which had older
versions of some of my code in it. I moved this and it is now fixed.

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