
Subject: Re: How to combine two widget-class in the topwindow

Posted by [forlano](#) on Sat, 01 Apr 2006 10:34:03 GMT

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I've included your lines and now the constructor is the following:

```
#include <CtrlLib/CtrlLib.h>
App::App()
{
    //initialize your members on App creation (constructor)
    numbers_enabled = false;
    AddFrame(menu);
    menu.Set(THISBACK(MainBar));

    //tabs stuff
    //AddFrame(tabs); // doesn't work
    Add(tabs.SizePos()); //fills all available space...
    tabs.Add("one");
    tabs.Add("two");
    tabs.Add("three");
    tabs.Add("four");

    //status stuff
    AddFrame(status);
    status.AddFrame(info1.Left(200));
    // status.Height(25);
    info1=" info1: Welcome to the Ultimate++ !";

    status.AddFrame(info2.Left(200));
    // AddFrame(status.Height(25));
    info2=" info2: Welcome to the Ultimate++ !";
}
}
```

As you see I tried to use a Frame even for tabs, but I got weird things on the screen. I've not clear when the Frame should be used. May I change its look?

The next step is to fill tab "one". As test case I would like to get a simplified version of the AddressBook package (without menu) and realize a sort of widget-class. Then attach it in tab "one".

I hope to realize it in a reasonable time (I'm not going to use the designer).

Luigi
