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

Posted by [forlano](#) on Sun, 02 Apr 2006 08:22:19 GMT

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fudadmin wrote on Sat, 01 April 2006 20:27

Label is a class (dead description, recipe, mold, pattern set of genes, etc.).

label1, label2 etc. are class instances (real live objects like someone's children).

By declaring:

```
Label label1, label2;
```

you instantiate them or make the very beginning of life.

Then you shape them.

```
label1 - red hair, big ears...
```

```
label2 - yellow hair, small head...
```

```
etc...
```

Can you imagine the same child being a daughter and a son, having all green and red hair at the same time?

Yes, I agree it's not comfortable for the child... and maybe for the parents too .

Here is my new achievement. I used your method of copy and past from designer after CTRL+T.

About Designer I will report later in the appropriate place of the forum. Below is the code I have modified being all the rest of the program remained the same.

```
//personalized tab (1 child) widget
class LuigiTab : public ParentCtrl {
    Button btnAdd, btnDel, btnClear, btnModify;
    DocEdit doc;
    LabelBox lbox;
    Label label[10];
    EditString editName, editCountry, editBirth, editNatRat,
        editNatId, editFIDEId, editFIDERat;
    DropList editTitle;
    Option tsex;
    EditInt kcoeff;
    ArrayCtrl arr;

public:

    typedef LuigiTab CLASSNAME;
    LuigiTab();
    ~LuigiTab(){};
};

LuigiTab::LuigiTab() {
```

```
// label
ibox.SetLabel(t_("Edit Player")).LeftPosZ(16, 648).TopPosZ(16, 80);
Add(ibox);

label[0].SetLabel(t_("Name")).SetAlign(ALIGN_CENTER).LeftPosZ(28, 132).TopPosZ(32, 19);
Add(label[0]);

label[1].SetLabel(t_("Fed")).SetAlign(ALIGN_CENTER).LeftPosZ(168, 40).TopPosZ(32, 19);
Add(label[1]);

label[2].SetLabel(t_("Birthday")).SetAlign(ALIGN_CENTER).LeftPosZ(208, 56).TopPosZ(32, 19);
Add(label[2]);

label[3].SetLabel(t_("Gender")).SetAlign(ALIGN_CENTER).LeftPosZ(264, 56).TopPosZ(32, 19);
Add(label[3]);

label[4].SetLabel(t_("Title")).SetAlign(ALIGN_CENTER).LeftPosZ(324, 40).TopPosZ(32, 19);
Add(label[4]);

label[5].SetLabel(t_("ID FIDE")).SetAlign(ALIGN_CENTER).LeftPosZ(380, 48).TopPosZ(32, 19);
Add(label[5]);

label[6].SetLabel(t_("Rat FIDE")).SetAlign(ALIGN_CENTER).LeftPosZ(440, 48).TopPosZ(32, 19);
Add(label[6]);

label[7].SetLabel(t_("ID Nat")).SetAlign(ALIGN_CENTER).LeftPosZ(496, 48).TopPosZ(32, 19);
Add(label[7]);

label[8].SetLabel(t_("Rat Nat")).SetAlign(ALIGN_CENTER).LeftPosZ(558, 48).TopPosZ(32, 19);
Add(label[8]);

label[9].SetLabel(t_("K")).SetAlign(ALIGN_CENTER).LeftPosZ(616, 24).TopPosZ(32, 19);
Add(label[9]);

//active widget
editName.MaxLength(25).LeftPosZ(28, 136).TopPosZ(56, 19);
Add(editName);

editCountry.MaxLength(3).LeftPosZ(172, 32).TopPosZ(56, 19);
Add(editCountry);

editNatId.MaxLength(8).LeftPosZ(496, 48).TopPosZ(56, 19);
Add(editNatId);

editBirth.MaxLength(10).LeftPosZ(212, 56).TopPosZ(56, 19);
Add(editBirth);
```

```

editFIDERat.MaxLength(8).LeftPosZ(440, 48).TopPosZ(56, 19);
Add(editFIDERat);

tsex.SetLabel(t_("Male")).LeftPosZ(280, 42).TopPosZ(56, 20);
Add(tsex);

editTitle.DisplayAll(true).LeftPosZ(328, 42).TopPosZ(56, 20);
Add(editTitle);

editFIDEId.MaxLength(8).LeftPosZ(380, 48).TopPosZ(56, 19);
Add(editFIDEId);

editNatRat.MaxLength(8).LeftPosZ(554, 56).TopPosZ(56, 19);
Add(editNatRat);

kcoeff.Min(0).Max(100).LeftPosZ(620, 24).TopPosZ(56, 19);
Add(kcoeff);

// button
btnAdd.SetLabel(t_("Add Player")).LeftPosZ(24, 96).TopPosZ(116, 24);
Add(btnAdd);

btnModify.SetLabel(t_("Modify Player")).LeftPosZ(148, 96).TopPosZ(116, 24);
Add(btnModify);

btnDel.SetLabel(t_("Delete Player")).LeftPosZ(56, 96).TopPosZ(328, 24);
Add(btnDel);

btnClear.SetLabel(t_("Clear Data")).LeftPosZ(284, 96).TopPosZ(116, 24);
Add(btnClear);

// array ctrl
arr.Moving(true).Removing(true).AppendLine(true).Inserting(true).LeftPosZ(16,
648).TopPosZ(172, 148);
Add(arr);

arr.AddColumn("Name");
arr.AddColumn("Fed");
arr.AddColumn("Birthday");
arr.AddColumn("Gender");
arr.AddColumn("Title");
arr.AddColumn("ID FIDE");
arr.AddColumn("Rat FIDE");
arr.AddColumn("ID Nat");
arr.AddColumn("Rat Nat");
arr.AddColumn("K");
arr.AddColumn("Available");

```

At the moment this class is instanced in each tab while I want it stays only in tab 1. I believe I must realize a different class for each tab like:

```
class LuigiTab1 : public ParentCtrl // tab 1
```

```
class LuigiTab2 : public ParentCtrl // tab 2
```

```
class LuigiTab3 : public ParentCtrl // tab 3
```

and then create an instance for each of them.

I need to add data to the drop list button. Unfortunately I have no example in the documentation and I do not know how to do.

In the coloumn available of the arrayctrl I would like to have a chekbox (checked means available, and unchecked unavailable). Any suggestion?

In the addressbook package there is an example similar to what I want to do: simply fill the fields and then push the data in then arrayctrl. This is my next task.

The geometry of the whole tab is not perfect but now it is important to learn how to dispatch the data between the object and how to retrieve them. The beauty can wait.

Thank you,

Luigi
