
Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...

Posted by [forlano](#) on Sun, 02 Apr 2006 16:51:09 GMT

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

fudadmin wrote on Sun, 02 April 2006 15:56 What next.. I guess you will want to have some columns in your ArrayCtrl...

You will need 2 more steps:

1. Create a name for it in your *.lay file e.g. - arr
2. initialize it in the constructor like this:

```
Tab1::Tab1()
{
    CtrlLayout(*this, "");
    arr.AddColumn("col1");
    arr.AddColumn("col2");
    arr.AddColumn("col3");
}
```

Edit:

or

```
Tab1::Tab1()
{
    CtrlLayout(*this, "");
    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");
}
```

Fantastic...

It is very easy. Only one stupid problem. I used
#define "editmask.lay"

but the compiler didn't see it. So I tried

```
#define LAYOUTFILE <tabs/Tab1Layout.lay>
```

with no result. At the end I tried

```
#define LAYOUTFILE "c:\\MyApps\\tabs\\editmask.lay"
```

and works. Do you know how to fix this problem?
Luigi
