
Subject: Re: Question on a widget on top of a widget
Posted by [dolik.rce](#) on Fri, 22 Jul 2011 14:16:49 GMT
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Hi silverx,

If I understand correctly, you wan't to do something like this:`#include <CtrlLib/CtrlLib.h>`
using namespace Upp;

```
class App:public TopWindow {
    typedef App CLASSNAME;
    Button b;
    EditString e;
public:
    App(){
        b.SetLabel("Click me!"); //set the button text
        Add(b.HCenterPos(100).VCenterPosZ(30)); //add button to the window
        b.Add(e.HCenterPos(80).VCenterPos(20)); //add editfield to the button,
            //positioning is relative to the button
        b<<=THISBACK(SwitchEdit); // assign function to the button click
        e.Hide(); // hide the editfield initially
    }
    void SwitchEdit(){
        e.Show(!e.IsShown()); // switch the visibility
    }
};

GUI_APP_MAIN{
    App().Sizeable().Run();
}
```

As you can see, you can just easily Add a Ctrl into any other Ctrl. Simple solutions are often the best

Best regards,
Honza

PS: Forgot to mention that if you're using layouts, you can use the button from layout, but the "second layer" ctrl must be added in code. (Well, actually you COULD, but it is bit more complicated and seldom necessary...). Also, you can add more than one widget or even entire layout.
