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Subject: Re: How do you make the widgets resizable?  
Posted by [BioBytes](#) on Mon, 21 Nov 2011 19:04:20 GMT  
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Hi Lectus,

You can also use the virtual method Layout() in TopWindow object.

Header file

```
class MyWin : public WithMyWinLayout<TopWindow> {  
    typedef MyWin CLASSNAME;
```

```
public:  
    MyWin();
```

```
private:  
    virtual void Layout();  
};
```

cpp file

```
void MyWin::Layout()  
{  
    Size sz = GetSize();
```

```
    if(sz.cx== something)dosomething with SetRect(p1,p2,p3,p4)or the embedded widgets using  
    layout functions (SizePos() etc..);
```

```
    TopWindow::Layout(); //call the ancestor method  
}
```

Hope this could be helpful

Regards  
Biobytes

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