
Subject: Re: Problems with the visualization of tabctrl in 608-dev1

Posted by [mirek](#) on Thu, 24 Aug 2006 15:16:24 GMT

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

```
VegaMain::VegaMain()
{
  CtrlLayout(*this, "Forlano Vega Main");
  spls.Vert();
  spls.SetPos(8000);
  spls.Vert(tabs, consoleFrame); // <<<<<<!!!!
  // spls.Add(tabs);
  // spls.Add(consoleFrame);
  rubbish = " ";

  SetBars();
  SetTabs();
  Init();
  BackPaint();
}
```

However, this seems to be a kind of glitch in U++ (because Splitter allows more than two panes and you would be required to call Horz or Vert at the end), therefore I have fixed U++ to work even with original code.

Mirek
