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Subject: New Patch request for SplitterFrame  
Posted by [benoitc](#) on Wed, 17 Oct 2007 09:17:54 GMT  
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Hi,

Funny, I did the same kind of patch 3 weeks ago.

I updated the Serialize function as well because it was a little bit broken (i.e. the layout was not refreshed if you loaded a size different than the original one).

I added the serialization of a new visibility flag to be able to restart the application with a Splitter that was previously hidden.

```
void SplitterFrame::Serialize(Stream& s)
{
    int version = 1;
    bool visible = IsShown();

    s / version;
    s % size;
    if(version > 0)
        s % visible;

    if(s.IsLoading()) {
        Show(visible);
        RefreshParentLayout();
    }
}
```

Regards,  
Benoit

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