
Subject: Method to Open a New Layout Window
Posted by [Justin](#) on Fri, 03 Mar 2006 00:52:05 GMT
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Hey everyone,

I am new at U++ in addition to being fairly new at C++. I have written some Win32 API applications using straight C before, but nothing fancy. I am trying to Open a layout window that was created by pressing a button. What method would I use to display the 'modify' layout after pressing the OK button on the 'ExampleLayout' layout?

Thanks in advance.

Justin

header file**

```
#ifndef _Example_Example_h
#define _Example_Example_h

#include <CtrlLib/CtrlLib.h>

#define LAYOUTFILE <Example/Example.lay>
#include <CtrlCore/lay.h>
```

```
class Example : public WithExampleLayout<TopWindow> {
public:
    Withmodify<ParentCtrl> modify;
    typedef Example CLASSNAME;
    Example();
    void Compute();
};

#endif
```

cpp File**

```
#include "Example.h"
```

```
void Example::Compute()
```

```
{
```

```
/*
```

```
I want this code to open another layout window
```

```
*/
```

```
}
```

```
Example::Example()
```

```
{
```

```
CtrlLayout(*this, "Window title");
```

```
btnOK <=<= THISBACK(Compute);
```

```
}
```

```
GUI_APP_MAIN
```

```
{
```

```
Example().Run();
```

```
}
```

```
***Layout File*****
```

```
LAYOUT(ExampleLayout, 404, 276)
```

```
ITEM(Button, btnOK, SetLabel(t_("&OK"))).LeftPosZ(84, 180).TopPosZ(92, 104))
```

```
END_LAYOUT
```

```
LAYOUT(modify, 512, 316)
    ITEM(Button, btnNew, SetLabel(t_("&OK")).LeftPosZ(84, 180).TopPosZ(92, 104))
END_LAYOUT
```
