Subject: Re: Toolbar Gap() and GapRight() problems [BUG?]-[OPEN!]
Posted by mirek on Wed, 23 Apr 2008 08:19:43 GMT

bytefield wrote on Thu, 17 April 2008 14:44Thanks, it works.
Now some questions (maybe off-topic).
1. Why when toolbar is in the frame it's painted gradient and why when I use designer it isn't painted(gradient)?

Simply because it is the only possible fit in Win32, as gradient spans over the whole frame area (if it is about too look correct).

In other words, the gradient is shared between menu a toolbar.

Quote:
2. Should i use the designer for each windows from my program or just for dialogs? Or it is just about taste.

I think it is not even about taste. Just use the way that leads to less coding

In U++, there is absolutely no technical difference between dialogs and other windows. Layout only adds member widgets to class and places them onto designed positions (via CtrlLayout call), but that is about it.

Mirek