
Subject: Re: Howto create control-collection -control?

Posted by [wilho](#) on Sat, 11 Mar 2006 17:09:07 GMT

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Ahh, sweet weekend - time for hobby-coding. I had to play with MFC a bit during a week and I must say it's pleasure get back with upp again

This is how I solved the thing above:

```
class dummy{};
class SButton : public Button{
    typedef SButton CLASSNAME;
    Splitter* container;
    Ctrl* slaveCtrl;
    bool visible;

public:
    void Toggle(){
        if (visible){
            container->RemoveChild(slaveCtrl);
            container->RefreshLayout();
        }
        else{
            *container << *slaveCtrl;
            container->RefreshLayout();
        }
        visible = visible == true ? false:true;
    }
    SButton(Splitter* splitter, Ctrl* slave ){
        container = splitter;
        slaveCtrl = slave;
        visible = false;
        *this <=< THISBACK(Toggle);
    }
};

#define LAYOUTFILE <localizer/empty.lay>
#include <CtrlCore/lay.h>
class SButtons : public WithEmptyLayout<ParentCtrl>, public dummy{

    static const int BTN_SPACE = 25;
    Vector<SButton*> buttons;
    int btnIdx;
    Splitter vert;
    ParentCtrl container;
public:
    SButtons();
    ~SButtons();
```

```

void Vert(Ctrl&);
};
SButtons::SButtons(){
    CtrlLayout(*this);
    Add(container);
    vert.Vert();
    Add(vert);
}
SButtons::~SButtons(){
    Vector<SButton*>::Iterator bpi = buttons.Begin();
    for (;bpi < buttons.End();bpi++) {
        delete *bpi;
    }
}
void SButtons::Vert(Ctrl& ctrl){
    SButton* button = new SButton(&vert, &ctrl);
    Add(*button);

    button->HSizePosZ(0, 0).BottomPosZ(BTN_SPACE * btnIndx++, BTN_SPACE -2);
    vert.HSizePosZ(0, 0).VSizePosZ(0, BTN_SPACE * btnIndx);
    buttons.Add(button);
}

```

Couple of questions though:

- 1) How in the hell my buttons won't get visible with that derived dummy class? Doesn't make sense to me...
- 2) Is there a way to derive a class from layout without defining empty layout as above?