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

Posted by [wilho](#) on Mon, 13 Mar 2006 19:42:10 GMT

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Ok, here we go again:

```
class DbClickBtn : public Button {
public:
    Callback WhenLeftDouble;
    virtual void DbClickBtn::LeftDouble(Point, dword);
};
class ExpressPane : public Ctrl {
    struct SlaveControl {
        bool isInSplitter;
        DbClickBtn button;
        Ctrl* slave;
    };
    Array<SlaveControl> slaves;
    Splitter splitter;
    static const int BTN_SPACE = 22;
    typedef ExpressPane CLASSNAME;
    void Toggle(int);
    void OpenOne(int);
public:
    void Add(const char *text, Ctrl& slave);
    void Rearrange();
    ExpressPane();
};
void DbClickBtn::LeftDouble(Point p, dword) {
    if(IsReadOnly()) return;
    WhenLeftDouble();
}
ExpressPane::ExpressPane(){
    Ctrl::Add(splitter);
    splitter.Vert();
}
void ExpressPane::OpenOne(int indx){
    for(int loopl=slaves.GetCount()-1; loopl>-1; loopl--){
        slaves[loopl].isInSplitter = false;
    }
    slaves[indx].isInSplitter = true;
    Rearrange();
}
void ExpressPane::Toggle(int indx){
    slaves[indx].isInSplitter = !slaves[indx].isInSplitter;
    Rearrange();
}
void ExpressPane::Rearrange(){
```

```

for(int loopl=slaves.GetCount()-1; loopl>-1; loopl--){
    splitter.RemoveChild( slaves[loopl].slave );
    if (slaves[loopl].isInSplitter == true){
        splitter << *slaves[loopl].slave;
    }
}
splitter.RefreshLayout();
}

void ExpressPane::Add(const char *text, Ctrl& slave){
    SlaveControl& slvCtrl = slaves.Add();
    int btnIndx = slaves.GetCount()-1;
    slvCtrl.button <=< THISBACK1(Toggle,btnIndx);
    slvCtrl.button.WhenLeftDouble << THISBACK1(OpenOne,btnIndx);
    slvCtrl.button.SetLabel(text);
    slvCtrl.button.HSizePosZ(0, 0).BottomPosZ(BTN_SPACE * (btnIndx), BTN_SPACE -2);
    slvCtrl.isInSplitter = false;
    slvCtrl.slave = &slave;
    splitter.HSizePosZ(0, 0).VSizePosZ(0, BTN_SPACE * (btnIndx+1));
    Ctrl::Add(slvCtrl.button);
}

```

Here's rearrange and some use for it in form double-click feature. And I finally got the !visible hint
