
Subject: ExpressPane

Posted by [wilho](#) on Tue, 14 Mar 2006 18:22:16 GMT

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Here's my little composite control, thanks to Miriek for help.

Can be used to create button/control -control similar to left pane of m\$'s LookOut.

```
#include <CtrlLib/CtrlLib.h>

class DbIClckBtn : public Button {
public:
    Callback WhenLeftDouble;
    virtual void DbIClckBtn::LeftDouble(Point, dword);
};

class ExpressPane : public Ctrl {
    struct SlaveControl {
        bool isInSplitter;
        DbIClckBtn 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 DbIClckBtn::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 );
    slvCtrl.isInSplitter = false;
    slvCtrl.slave = &slave;
    splitter.HSizePosZ(0, 0).VSizePosZ(0, BTN_SPACE * (btnIndx+1));
    Ctrl::Add(slvCtrl.button);
}

class App : public TopWindow {
    DocEdit de1,de2,de3;
    ExpressPane ep;
public:
    App() {
        ep.Add("de3", de3);
        ep.Add("de2", de2);
        ep.Add("de1", de1);
        Add(ep.HSizePosZ(0,0).VSizePosZ(0,0));
        Sizeable().Zoomable();
    }
};
GUI_APP_MAIN
{
    App().Title("ExpressPane").Run();
}

```