Subject: Re: Showing Images in a Child Frame
Posted by mrjt on Wed, 27 Aug 2008 17:11:45 GMT

I would suggest creating a custom widget based on Ctrl, and overloading it's Paint method to draw the cards.

Something like:

```
class CardView : public Ctrl
  virtual void Paint(Draw &w) {
    w.DrawRect(GetSize(), SColorFace);
    // Draw cards
  }
};
```

As long as you declare this before you include your .lay file (or include a header with it in) you can add CardView to your child window's layout using 'User class' from the Layout Manager context menu.