Subject: Re: Showing Images in a Child Frame
Posted by mirek on Sun, 07 Sep 2008 06:42:35 GMT

mrjt wrote on Wed, 27 August 2008 13:11I 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.

BTW, you can even declare this after including .lay and leave the type of widget empty, then declare it inside dialog struct...

Mirek