
Subject: Re: add controls to splitter bar, how?
Posted by [fudadmin](#) on Fri, 24 Mar 2006 14:31:20 GMT
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E.g.

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

class MySplitter : public Splitter {
// int Irpos[3];
  Button btn;
public:
  typedef MySplitter CLASSNAME;
  void Move();
  Callback WhenLeftDouble;
  void LeftDouble(Point, dword);
  MySplitter();

};

void MySplitter::LeftDouble(Point, dword){
  WhenLeftDouble();
}

void MySplitter::Move(){
// PromptOK("test");
  SetPos(100);
}

MySplitter::MySplitter(){
  //btn.SizePos().TopPos(10);
  //Add(btn);
  WhenLeftDouble <<THISBACK(Move);
}

class App : public TopWindow {
  LineEdit ed1,ed2;
  MySplitter horz;
  StatusBar status;
public:
  typedef App CLASSNAME;
  void Show();
  App();
};

App::App(){
```

```
horz.Add(ed1);  
horz.Add(ed2);  
  
Add(horz.Horz().VSizePos(35,35));  
AddFrame(status);  
  
Sizeable();  
}
```

```
GUI_APP_MAIN  
{  
  App().Run();  
}
```

I want "move right" "move left" buttons on splitter bar...
