
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...
