
Subject: Re: add controls to splitter bar, how?
Posted by [fudadmin](#) on Fri, 24 Mar 2006 16:58:03 GMT
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ok, in fact, semi-working example is this:

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

class App : public TopWindow {
  LineEdit ed1,ed2;
  Splitter horz;
  Option btn;
public:
  typedef App CLASSNAME;
  void Move();
  App();
};

void App::Move(){
  if (btn.Get())
    horz.SetPos(1000);
  else horz.SetPos(5000);
  btn.SetRectX(horz.GetPos()/13-10,10);
}

App::App(){
  horz.Add(ed1);
  horz.Add(ed2);
  Add(horz.Horz().VSizePos(35,35));

  btn.SetRectY(50,50);
  btn.SetRectX(horz.GetPos()/13-10,10);
  Add(btn);

  btn.WhenAction=THISBACK(Move);

  Sizeable().Zoomable();
}

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

First problem is that position returned from splitter is in different units than from other controls...
Second problem is that in this case I need to catch splitter bar events and update button position...

What I wanted was the same like for HeaderCtrl - public access Splitter Bar...
