
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...
