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Subject: how to bind or convert Logc positions to int?  
Posted by [fudadmin](#) on Tue, 28 Mar 2006 13:59:22 GMT  
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```
horzSplit.Add(tree);  
horzSplit.Add(editor1);  
horzSplit.Add(editor2);
```

```
    Add(option1);  
    option1.SetPosX( horzSplit.GetPos(0) ); //error int to Logc
```

```
Add(horzSplit.Horz().VSizePos(35,35));
```

In fact there 2 questions:

1.how to bind or convert Logc positions to int?

2.Shouldn't all Ctrl's have harmonised methods with the same naming to "speak to each other"?

E.g splitter GetPos returns int but from 10000 range while others AFAIK return Logc...

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