
Subject: Re: add controls to splitter bar, how?

Posted by fudadmin on Tue, 28 Mar 2006 18:43:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

improved example which works if you make Splitter::PosToClient() public... or add that piece of code instead ...

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

```
class App : public TopWindow {  
    LineEdit ed1,ed2;  
    Splitter horz;  
    Option btn;  
public:
```

```
    typedef App CLASSNAME;  
    void MoveSplitter();  
    App();  
};
```

```
void App::MoveSplitter(){  
    if (btn.Get())  
        horz.SetPos(1000);  
    else horz.SetPos(5000);  
    btn.SetRectX( horz.PosToClient(horz.GetPos(0))-7, 15 );  
}
```

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

```
    Add(btn);  
    SetRect(20,30,950,720); //can't leave without it because you will not get Pos's...
```

```
    btn.SetRectX( horz.PosToClient(horz.GetPos(0))-7, 15 ); //have to make Splitter::PosToClient()  
public... :(  
    btn.SetRectY(50,50);
```

```
    btn.WhenAction=THISBACK(MoveSplitter);  
    Sizeable().Zoomable();  
}
```

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

Now the problem is how to keep the "switcher" in place when resizing parent Ctrl's...?
