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

Posted by [fudadmin](#) on Tue, 28 Mar 2006 18:43:03 GMT

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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...?

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