
Subject: Re: add controls to splitter bar, how?
Posted by [mirek](#) on Tue, 28 Mar 2006 19:44:43 GMT
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I am afraid this will to satisfy your appetite, but for illustration:

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

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

    FrameRight<StaticRect> sr;
    Option      btn;

public:
    typedef App CLASSNAME;
    void MoveSplitter();
    App();
};

void App::MoveSplitter()
{
    if(btn)
        horz.SetPos(1000);
    else
        horz.SetPos(5000);
}

App::App()
{
    horz.Add(ed1);
    horz.Add(ed2);

    Add(horz.Horz().VSizePos(35,35));
    ed1.SetFrame(0, sr);
    sr.Width(20);
    ed1.AddFrame(FieldFrame());
    sr.Add(btn.LeftPos(5, 20).TopPos(0, 20));

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

GUI_APP_MAIN
{
```

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

As for the right solution, I believe something close how "edit window split" is done in TheIDE should be OK for you.

In fact, this is not much about U++, but about UI design. I do not believe that that option over split area looks nice

Mirek
