
Subject: Re: How to combine two widget-class in the topwindow

Posted by [forlano](#) on Thu, 30 Mar 2006 20:04:38 GMT

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Thank you very much!

I've done some experiment. After adding another "InfoCtrl info2" the constructor look:

```
App::App()
{
    //initialize your members on App creation (constructor)
    numbers_enabled = false;
    AddFrame(menu);
    menu.Set(THISBACK(MainBar));

    //status stuff
    AddFrame(status);
    status.AddFrame(info1.Left(200));
    // status.Height(25);
    info1=" info1: Welcome to the Ultimate++ !";

    status.AddFrame(info2.Left(200));
    // AddFrame(status.Height(25));
    info2=" info2: Welcome to the Ultimate++ !";
}
```

So, if I've understood, a complex interface with many classes should be merged in the constructor of the application.

I hope to be able now to add a tabbed window (with 4 pages) between the menu and the status bar.

Because each page contains several widgets I'm afraid that the final constructor of the application will become a mess.

I hope to write for each page a class and simply invoke it in order to simplify the constructor.

Perhaps I must create just a big widget to attach it somewhere in the page. In Motif this was possible. Are there example about the creation of a Widget?

(Please be patient if I said silly thing... I'm just starting)

Luigi
