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

Posted by [mirek](#) on Thu, 30 Mar 2006 20:17:05 GMT

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forlano wrote on Thu, 30 March 2006 15:04 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

Well, to define layout of subdialog, simply use layout desinger and design them visually. Then craate member variable for each of layout (deriving from ParentCtrl) and add those member variables as tabs.

Mirek
