
Subject: Re: howto add more InfoCtrl's to StatusBar?

Posted by [mirek](#) on Sun, 04 Dec 2005 17:28:09 GMT

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fudadmin wrote on Sun, 04 December 2005 12:11ok, I did this way:

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

```
class MyStatusBar : public StatusBar {
    InfoCtrl info2;
public:
    typedef MyStatusBar CLASSNAME;
    MyStatusBar();
};
```

```
MyStatusBar::MyStatusBar()
{
    AddFrame(info2.Width(250));
    info2="info2: Welcome to the Ultimate++ !";
}
```

```
class MyClassWindow : public TopWindow {
private:
    MyStatusBar status1;
public:
    typedef MyClassWindow CLASSNAME;
    MyClassWindow();
};
```

```
MyClassWindow::MyClassWindow()
{
    AddFrame(status1.Height(25)); //can't have in MyStatusBar
}
```

```
GUI_APP_MAIN
{
    MyClassWindow().Title("MyClassWindow1").Zoomable().Sizeable().Run();
    MyClassWindow().SetRect(0, 0, 260, 80);
}
```

Now the 1. question is: howto change their appearance?
2. howto change default text?

While this code is basically, I would like to use it to demonstrate one thing: MyStatusBar in

unnecessary - you should rather place "info2" to MyClassWindow.
