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Subject: Re: Form Designer

Posted by [mrjt](#) on Fri, 05 Feb 2010 16:37:21 GMT

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luzr wrote on Fri, 05 February 2010 12:39 What do you suggest? Left click? Note that I wanted to avoid "palette" of widgets - too much space on the screen.

(I am serious in asking here. I agree right-click is confusing for newbies).

Just have a highly-visible button called 'Add Widget' that opens the exact same menu that you get from right-clicking.

cbporter

I know that you can add it technically as a child, but you really can't add in in practice. Too much work. Without frame you would need to add resizing in Layout to handle main window resizing. Non-resizable dialogs are dead and a sign of very poor modern GUI design, and so are menus without some kind of frame separating them from the rest of the GUI. If I don't add menus in a frame, how can I add a TopSeparatorFrame without resizing code?

You can get the same effect by adding the MenuBar as a child ctrl and adding a bottomseparator to it. Layout isn't an issue, just set it to TopPosZ(0, 20).HSizePosZ(0, 0).

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