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Subject: Re: Removing .lay dependancy from a GUI app

Posted by [mrjt](#) on Mon, 09 Aug 2010 07:55:36 GMT

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Eh, just inherit directly from TopWindow instead of using the WithXXXXLayout<> template. All lay related studd (includes, CtrlLayout etc) can then be removed.

I don't what you mean by GetX/Y, these function don't exist.

The code you'll want to use for setting window size will be something like:

```
wnd.SetRect(GetSizeFromConf())  
wnd.CenterScreen();
```

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