
Subject: Re: Question on a widget on top of a widget

Posted by [silverx](#) on Fri, 22 Jul 2011 15:02:07 GMT

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Thanks for the information, but it still didn't work.

What is the difference between .Hide and .Show(false)?

That is what I was using. The other thing is all items where added from layout and not from any code. Why should that make any difference?

I would prefer to build it in Layout instead of in code, if possible.

But if I do set it in code I need to set the size and position with .SetRect, is the x and y based upon the item it is added to?

Also I tried your code, but changing from App to T5, Code is:

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;

class T5:public TopWindow {
    typedef T5 CLASSNAME;
    Button b;
    EditString e;
public:
    T5(){
        b.SetLabel("Click me!"); //set the button text
        Add(b.HCenterPos(100).VCenterPosZ(30)); //add button to the window
        b.Add(e.HCenterPos(80).VCenterPos(20)); //add editfield to the button,
            //positioning is relative to the button
        b<=<=THISBACK(SwitchEdit); // assign function to the button click
        e.Hide(); // hide the editfield initialy
    }
    void SwitchEdit(){
        e.Show(!e.IsShown()); // switch the visibility
    }
};

GUI_APP_MAIN{
    T5().Sizeable().Run();
}
```

And I get the following error:

t5: 1 file(s) built in (0:02.35), 2356 msecs / file, duration = 2356 msecs, parallelization 0%
Linking...

LIBCMTD.lib(crt0.obj) : error LNK2019: unresolved external symbol _main referenced in function
__tmainCRTStartup
C:\upp\out\MSC9.Debug.Debug_full\t5.exe : fatal error LNK1120: 1 unresolved externals

There were errors. (0:02.88)

In addition I tried to do the add of the object in my code to my program, and just set position and FrameSet so I could see it. When I execute the code it does show up, but then when I start using it, it never comes back. The only way it shows up is if I do a PromptOK after I do the .Show.

I did the add in code using the following. It is for my own widget, that I have defined, after button.

```
W1.Add(E1.HCenterPos(10).VCenterPos(10));  
W2.Add(E2.HCenterPos(10).VCenterPos(10));
```

```
E1.SetFrame(BlackFrame());  
E2.SetFrame(BlackFrame());
```

I am using a image in the both cases, I just want the second image to show up for about 1 second then hide it again on top of the other image.

I think it is a bug on Windows Vista.
