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Subject: Re: How to call a new window?

Posted by [mirek](#) on Fri, 25 Nov 2011 12:11:52 GMT

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lectus wrote on Wed, 23 November 2011 09:54Thanks!

But does this apply to Windows with layouts?

Sure. There is no difference between windows with or without layouts...

There is also no magic about layouts:

```
WithMyDialogLayout<TopWindow> w;
```

This only adds alls widgets of layout as member variables of a new class derived from TopWindow (and yes, TopWindow is not mandatory, you can use any other base).

```
CtrlLayout(w);
```

This sets properties of those widgets as defined in layout designer - it includes positions as well.

Mirek

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