
Subject: Re: GridCtrl and SplitterFrame
Posted by [nixnixnix](#) on Thu, 24 May 2012 00:02:32 GMT
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Hi Daniel,

The following code in a CtrlLib application recreates the problem.

SplitGrid.h

```
#ifndef _SplitGrid_SplitGrid_h
#define _SplitGrid_SplitGrid_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <SplitGrid/SplitGrid.lay>
#include <CtrlCore/lay.h>

#include <GridCtrl/GridCtrl.h>

class SplitGrid : public WithSplitGridLayout<TopWindow> {
public:
    typedef SplitGrid CLASSNAME;
    SplitGrid();

    GridCtrl m_grid1,m_grid2;

    SplitterFrame sf1,sf2;

};

#endif
```

main.cpp

```
#include "SplitGrid.h"
```

```

SplitGrid::SplitGrid()
{
    CtrlLayout(*this, "Window title");

    Sizeable().Zoomable();

    label.AddFrame(sf1.Left(m_grid1,200));
    m_grid1.AddFrame(sf2.Bottom(m_grid2,200));

    m_grid1.Ready(false);
    m_grid1.AddColumn("health",100);
    m_grid1.AddColumn("wealth",100);
    m_grid1.SetRowCount(20);
    m_grid1.Ready(true);

    m_grid2.Ready(false);
    m_grid2.AddColumn("black",100);
    m_grid2.AddColumn("white",100);
    m_grid2.SetRowCount(20);
    m_grid2.Ready(true);

}

GUI_APP_MAIN
{
    SplitGrid().Run();
}

```

SplitGrid.lay

```

LAYOUT(SplitGridLayout, 532, 332)
    ITEM(EditString, label, HSizePosZ(0, 0).VSizePosZ(0, 0))
END_LAYOUT

```