
Subject: Re: Multi Layout App
Posted by [dolik.rce](#) on Mon, 15 Oct 2012 17:54:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi nejnio

While it is possible to switch layouts in a running application, it is not something you would really need very often. In most cases, yours included, it is much easier to just use two windows. It is fairly easy to coordinate them in such way, that only one is visible at any time. E.g.:

```
struct Logged :  
public WithTestLayout2<TopWindow> {  
    typedef Logged CLASSNAME;
```

```
    Logged() {  
        Title("Logged in").Sizeable();  
        CtrlLayout(*this);  
        back <=<= THISBACK(Close);  
    }  
};
```

```
struct App : public WithTestLayout<TopWindow> {  
    typedef App CLASSNAME;
```

```
    void Login(){  
        Hide();  
        Logged().Execute();  
        Show();  
    }
```

```
    App() {  
        Title("Test").Sizeable();  
        CtrlLayout(*this);  
        login <=<= THISBACK(Login);  
    }  
};
```

```
GUI_APP_MAIN{  
    App().Run();  
};(Full source is included in the attachment.)
```

Best regards,
Honza

File Attachments

1) [guitest.zip](#), downloaded 225 times
