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Subject: Re: Multi Layout App

Posted by [dolik.rce](#) on Mon, 15 Oct 2012 17:54:05 GMT

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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

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File Attachments

1) [guitest.zip](#), downloaded 246 times

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