Subject: Derived Layouts Show/Hide & Run/Close in the Same Window
Posted by nejnadusho on Sun, 04 Nov 2012 20:41:54 GMT

Hi,

I am trying to achieve to be able to Show/Hide and Run/Execute/Close derived layouts(!not windows!) in the same window.

I need the Show/Hide option because I would want to be able to keep the state of the layouts while working on another layout.

Currently I am trying the following:

.h File

```
class Base : public WithBaseLayout<TopWindow> {
 public:
  typedef Base CLASSNAME;
  Base();
  void DisplayDerived1();

 private:
};

class Derived1 : public WithDerived1Layout<Base>{
 public:
  Derived1();
  typedef Derived1 CLASSNAME;

};
```

main.cpp File

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

 push1 <<= THISBACK(DisplayDerived1);
}

void Base::DisplayDerived1(){
 Derived1 der1;
 der1.Execute();
```

```
}

Derived1::Derived1(){
 SetLayout_Derived1Layout(*this, true);
}



GUI_APP_MAIN
{
 Base().Run();
}
```

With the code above I achieve every time I run the derived class a new window pops up.
The only thing I can do is to close the old window and kill whatever is going on that layout(window in the current case).
This is not efficient for my application.

However, I need derived layouts because I would allays need the base layout's features together with one at a time of any of the derived layouts.

Having said that I also find difficult to figure out how to Run/Execute all the classes so they can keep parallel separate states at the same time.

Any help is greatly appreciated.

If clarification needed please let me know.

Best,
nejnio