Subject: Re: Derived Layouts Show/Hide & Run/Close in the Same Window
Posted by nejnadusho on Mon, 05 Nov 2012 18:46:45 GMT
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Honza,

First thank you very much for trying helping me again.

Quote:Honza wrote on Mon, 05 November 2012 01:06

Regarding the parallel execution: have a look at the GUI manual, paragraph 6. It shows the most general way of running multiple windows at once, with freedom to close any of them without terminating the application and to use them in any order and combination.

I want to avoid multiple windows popping up. Not in this app I am trying to develop.

I tried this and it does not work.
It does not even display any of the layers.

I tried similar approaches on my own and non of the worked.

```
class App : public TopWindow {
 WithBaseLayout<ParentCtrl> base;
 WithDerivedLayout<ParentCtrl> derived;
 public:
  typedef App CLASSNAME;
  Base() {
   Add(base.SizePos());
   Add(derived.SizePos());
   derived.Hide();
  }
  void DisplayBase(){
   base.Show();
   derived.Hide();
  }
  void DisplayDerived(){
   base.Hide();
   derived.Show();
  }
};
```

Also I believe I get the sense what you are trying to achieve with the code above, though, I think this way would not really achieve derived layout but just a switch of the layouts.

I really need to have the base layout like a permanent and the derided layer(s) to overlap with it but not switch.

Exactly like the this Example Derived Layout and the very similar example I posted.

Though to be able to show and hide them which is not possible in those examples.

Best,

nejnio