
Subject: Re: Understanding Frames

Posted by [mirek](#) on Sun, 09 Jul 2006 13:58:16 GMT

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OK, now to reply to OP question:

Yes, you can have other widgets inside the frame. There are several different ways how to achieve that; perhaps the most simple is to use StaticRect-based frame and put things inside it.

Something like

```
FrameLeft<StaticRect> myframe;  
Button b;  
.....  
mywidget.AddFrame(myframe);  
myframe.Add(b.HSizePos().TopPos(0, 10));  
.....
```

Mirek
