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Subject: Re: Multiple Layout (forms) project examples?

Posted by [mirek](#) on Tue, 24 Feb 2015 08:26:28 GMT

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Edward wrote on Mon, 23 February 2015 23:25 Should each layout (eg. form1.lay) have it's own corresponding header file (eg, form1.h)?

Well, that is completely your decision. You can have 3 headers, you can put all struct definitions into single header, or you can even even avoid header and put struct (or class) into .cpp.

Does not really matter. It is all same as any other struct/class in C++, same rules apply here.

There is nothing magic about layouts. Layout, as defined in designer (and included somewhere) practically does nothing else than define a templates that contains all widgets as member variables and a method that places them on parent widget (that is the task of CtrlLayout method). You use this template to declare your own struct/class that then contains all widgets.

I guess you are confused because the whole system is much simpler than you think...

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