Subject: Re: dynamic scatterDraw in a GUI
Posted by mirek on Mon, 07 Dec 2015 09:16:21 GMT

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I have moved topic as the very same rules apply to any widget that you want to create dynamically.

Sure, why not.

There are several strategies how to do that.

I guess the most straightforward way is to

- mark the are of Layout that you want to fill with widgets with ParentCtrl

- have "Array<ScatterCtrl> list", or perhaps just "Array<Ctrl> list" to store the current list of widgets you want to add to dialog

- then just to reconfigure, list.Clear and list.Add or list.Create widgets, add them as children of that ParentCtrl with proper coordinates

Look here for inspiration:

http://www.ultimatepp.org/reference$DynamicDlg$en-us.html