Subject: Re: Problem in example code
Posted by dolik.rce on Fri, 01 Jan 2016 19:07:16 GMT

vegaonline wrote on Thu, 31 December 2015 18:31I have seen GU Tut 6. I want a menu at the top. Depending on the menu item, panels need to be opened in the same window in stead of separate windows erasing contents of earlier items.
Oh, ok. That is actually even simpler :) You can represent each panel using ParentCtrl (or WithMyLayout<ParentCtrl>, when using .lay file). This way you can Add and Remove multiple widgets (that is your 'panel') at once easily. For more customizable interface, you can also use Splitter ;)

Honza