
Subject: Re: Attempting to get a canvas to display...
Posted by [omari](#) on Mon, 20 Mar 2017 21:59:44 GMT
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the canvas overwrites the displayed layout because both are in the same frame.
if you want separate them, you can use Splitter:

```
class UppApp : public WithUppAppLayout<TopWindow>
{
```

```
public:
```

```
    typedef UppApp CLASSNAME;
    UppApp();
```

```
    void displayMessage ( String s );
```

```
private:
```

```
    DrawCanvas canvas;
    WithButtonLayout<ParentCtrl> buttonPanel;
    Splitter splitter; // <-----
};
```

```
UppApp::UppApp()
```

```
{
    CtrlLayout ( *this, "UppApp" );
```

```
    CtrlLayout ( buttonPanel );
```

```
    buttonPanel.aBtn << THISBACK1 ( displayMessage, "A" );
    buttonPanel.bBtn << THISBACK1 ( displayMessage, "B" );
    buttonPanel.cBtn << THISBACK1 ( displayMessage, "C" );
```

```
    Add(splitter); // <-----
```

```
    splitter.Horz(buttonPanel,canvas); // <-----
```

```
    BackPaint();
```

```
}
```

for more information, you can try this examples :

SplitterFrame

Splitter

Frame
