There appears to be some U++ magic going on, in how one goes from creating a layout and accessing it programatically.

If one creates a layout, let's say called, "ButtonLayout", one is able to then reference it as "WithButtonLayout". One can then define an object as follows:

WithButtonLayout<ParentCtrl> buttonPanel;

Button panel now allows us to work with the layout. How does one acquire the width or dimensions of the layout (i.e. buttonPanel)?

My other question, is how does "WithButtonLayout" come to be?

Peter