
Subject: Re: Well another problem I'm facing
Posted by [mirek](#) on Sat, 15 Apr 2017 09:44:47 GMT
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germax wrote on Sat, 08 April 2017 03:29I have the following to work with atm:

```
class MINE : public WithMyLayout<TopWindow>
{
    WithTAB_one<ParentCtrl>  tab_1;
    WithTAB_two<ParentCtrl>  tab_2;
    WithTAB_three<ParentCtrl> tab_3;
    WithTAB_four<ParentCtrl> tab_4;
    WithTAB_five<ParentCtrl> tab_5;
    WithTAB_six<ParentCtrl>  tab_6;
    .....
}
```

Once again I am not 100% sure what the question is, but maybe you are just confused by example and thing that you need to use above (simplified) form for tabs. That is not true, you can use any Ctrl derived object here, so:

```
struct MyTab4 : WithTAB_four<ParentCtrl> {
    virtual void Paint(Draw&);
};
```

```
class MINE : public WithMyLayout<TopWindow>
{
    WithTAB_one<ParentCtrl>  tab_1;
    WithTAB_two<ParentCtrl>  tab_2;
    WithTAB_three<ParentCtrl> tab_3;
    MyTab4                  tab_4;
    WithTAB_five<ParentCtrl> tab_5;
    WithTAB_six<ParentCtrl>  tab_6;
    .....
}
```

Mirek
