Subject: Switching layout inside class
Posted by rafiwui on Tue, 04 Jul 2017 09:12:05 GMT
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I can't find a possibility to change the layout of a window inside the window class.
So what I want to do is kind of the following:

1. I have two layouts defined in the .lay file
2. I have a class that inherits from TopWindow
3. For this example I add two buttons to my window in the constructor
4. If I press button 1 I want to change the layout to the first layout and if I press button 2 it should show me layout 2.
But I don't want another window to open up!
So I expected it to be something like this:

```
OnClickButton1()
{
   WithLayout1<TopWindow> layout1;
   SetLayout_Layout1(layout1, true, true);
}

OnClickButton2()
{
   WithLayout2<TopWindow> layout2;
   SetLayout_Layout1(layout1, true, true);
}
```

Result: the application starts but no layout is shown.
And after inspecting the lay.h file I know why this does not work.
So my second thought then was the following:

```
OnClickButton1()
{
   WithLayout1<TopWindow> layout1;
   SetLayout_Layout1(*this, layout1, true, true);
}

OnClickButton2()
{
   WithLayout2<TopWindow> layout2;
   SetLayout_Layout1(*this, layout1, true, true);
}
```

But same thing as before: the layout doesn't show up.

But is there any way to do sth like this?
Is the problem the <TopWindow> that i use as template class when creating the parent object?
Or do I have to write another macro like the ones currently inside the lay.h file?

Probably this macro would look like this: (not tested)

```
#define LAYOUT(nm, x, y)        template<class T> inline void SetLayoutThis_##nm(T& parent,
bool add = false, bool show = false) {
#define UNTYPED(var, param)       parent.var.param; if(add) Add(parent.var); if(show)
parent.var.Show();
#define ITEM(class, var, param)   UNTYPED(var, param);
#define END_LAYOUT              }

#include LAYOUTFILE

// undef everything
```
