

Didn't work with the following code:

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;

#define LAYOUTFILE <main/layouts.lay>
#include <CtrlCore/lay.h>

class MyWindow : public TopWindow
{
public:
    Button button1;
    Button button2;

    typedef MyWindow CLASSNAME;
    MyWindow();

private:
    void OnClickButton1();
    void OnClickButton2();
};

MyWindow::MyWindow()
{
    button1.SetLabel("Button 1").LeftPosZ(10, 100).TopPosZ(20, 30);
    button2.SetLabel("Button 2").RightPosZ(10, 100).TopPosZ(20, 30);
    button1 << THISBACK(OnClickButton1);
    button2 << THISBACK(OnClickButton2);
    Add(button1);
    Add(button2);
}

void MyWindow::OnClickButton1()
{
    Title("Layout 1");
    WithTest1<ParentCtrl> layout1;
    SetLayout_Test1(layout1, true, true);
}

void MyWindow::OnClickButton2()
{
    Title("Layout 2");
    WithTest2<ParentCtrl> layout2;
```

```
SetLayout_Test2(*this, layout2, true, true);  
}
```

```
GUI_APP_MAIN
```

```
{  
    MyWindow app;  
    app.SetRect(0, 0, Zx(250), Zy(70));  
    app.Run();  
}
```

Do I have to do sth with the layout1? Like layout1.Show()? Or Give it a size?  
And which of the two SetLayout... is the correct one to use?

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