
Subject: Re: Switching layout inside class
Posted by [Oblivion](#) on Tue, 04 Jul 2017 11:13:09 GMT
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Hello,

Quote:

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?

One way of doing it will be as follows (or something along these lines should work. I can't test it at the moment, I don't have access to TheIDE now:

```
#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;
```

```
        WithTest1<ParentCtrl> layout1;
        WithTest2<ParentCtrl> layout2;
```

```
typedef MyWindow CLASSNAME;
MyWindow();
```

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

```
MyWindow::MyWindow()
{
```

```
    CtrlLayout(layout1);
    CtrlLayout(layout2);
    layout1.Hide();
    layout2.Hide();
```

```
    Add(layout1); // You should set its size or position. E.g. layout1.SizePos() will cover the
window's work area.
```

```
    Add(layout2); // You should set its size or position. E.g. layout2.SizePos() will cover the
window's work area.
```

```
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");
    layout1.Show();
    layout2.Hide();
}

void MyWindow::OnClickButton2()
{
    Title("Layout 2");
    layout2.Show();
    layout1.Hide();
}

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

Best regards,

Oblivion.
