
Subject: Re: Add layouts/ParentCtrl to column list
Posted by [rafiwui](#) on Tue, 11 Jul 2017 07:35:22 GMT
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So basically you mean it like this I guess (of course with the array and the list but this is good to show):

```
LAYOUT(Test1, 250, 70)
  ITEM(Label, dv___0, SetLabel(t_("Layout
1")).SetAlign(ALIGN_CENTER).SetFont(StdFontZ(20).Bold()).LeftPosZ(25, 200).TopPosZ(10,
50))
END_LAYOUT
```

```
LAYOUT(Test2, 250, 70)
  ITEM(Label, dv___0, SetLabel(t_("Layout
2")).SetAlign(ALIGN_CENTER).SetFont(StdFontZ(20).Bold()).LeftPosZ(25, 200).TopPosZ(10,
50))
END_LAYOUT
```

```
LAYOUT(MainLayout, 400, 200)
  ITEM(StaticRect, viewport, LeftPosZ(50, 300).TopPosZ(30, 100))
  ITEM(Button, button1, SetLabel(t_("Layout 1")).LeftPosZ(100, 75).TopPosZ(150, 30))
  ITEM(Button, button2, SetLabel(t_("Layout 2")).RightPosZ(100, 75).TopPosZ(150, 30))
END_LAYOUT
```

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

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

```
class MyWindow : public WithMainLayout<TopWindow>
{
public:
  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();
    viewport.Add(layout1);
    viewport.Add(layout2);
    layout1.SizePos();
    layout2.SizePos();

    button1 << THISBACK(OnClickButton1);
    button2 << THISBACK(OnClickButton2);
}

void MyWindow::OnClickButton1()
{
    Title("Layout 1");
    layout1.Show();
    layout2.Hide();
}

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

GUI_APP_MAIN
{
    MyWindow app;
    CtrlLayout(app);
    app.SetRect(0, 0, Zx(400), Zy(200));
    app.Run();
}

```

But this does not work because the layouts are not centered/filling the StaticRect completely.
Can you tell me why and/or how to achieve this?
