Subject: Re: Problems with the visualization of tabctrl in 608-dev1
Posted by mirek on Thu, 24 Aug 2006 15:16:24 GMT
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```
VegaMain::VegaMain()
{
 CtrlLayout(*this, "Forlano Vega Main");
 spls.Vert();
 spls.SetPos(8000);
 spls.Vert(tabs, consoleFrame); // <<<<<<!!!!!
// spls.Add(tabs);
// spls.Add(consoleFrame);
 rubbish = " ";

 SetBars();
 SetTabs();
 Init();
 BackPaint();
}
```

However, this seems to be a kind of glitch in U++ (because Splitter allows more than two panes and you would be required to call Horz or Vert at the end), therefore I have fixed U++ to work even with original code.

Mirek