
Subject: Re: MessageCtrl: A passive notifications ctrl and manager.

Posted by [Oblivion](#) on Sun, 11 Mar 2018 11:32:58 GMT

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Hello Luigi,

The thing is, MessageCtrl is simply a manager, there is no real reason to add it to a "layout".
It is not a Ctrl derived class.

Messages will resize automatically depending on the size of it's parent.

You instantiate it in your, say, TopWindow, and then set a target (a Ctrl) for it to attach:

```
class MyWindow : public TopWindow {  
    MessageCtrl messages;  
    DocEdit    editor;  
    RichEdit   richeditor;  
  
    void DisplayEditorErrorMessage() {  
        messages.Error(editor, "This is an error message.");  
    }  
  
    void DisplayRichEditorSuccessMessage() {  
        messages.Success(richeditor, "This is a success message.");  
    }  
  
    // Other members, constructors, etc...  
};
```

Think of it like a Prompt. You do not use them with layout. Nor MessageCtrl. (Of course you can also attach messages to layouted ctrls)

Example code provided with the MessageCtrl demonstrates that. (It adds top message boxes to the window itself, and the bottom message box to the editor widget.)

I've written a new example to clarify the behaviour. Please find the attached example. :)

Best regards,

Oblivion

File Attachments

1) [MessageTest.zip](#), downloaded 472 times
