Subject: new behaviour of Splitter 608-dev2 Posted by forlano on Wed, 30 Aug 2006 22:37:51 GMT

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```
Hello,
with this code (always the same)

VegaMain::VegaMain()
{
   CtrlLayout(*this, VERSION);
   spls.Vert();
   spls.SetPos(8500);
   spls.Vert(tabs, consoleFrame); // <<<<<!!!!!
   SetBars();
   SetTabs();
   Init();
   BackPaint();
   this->WhenClose = THISBACK(Exit); // prevent the closure
}
```

The splitter split the area in two equal regions. With 608-dev1 and before instead the bottom part (consoleFrame) was only 15% of the total area and this was what I wanted. I'm trying to play with logical coordinate to reduce the consoleFrame area but without success. Any suggestion?

Luigi

File Attachments

1) sincro_18.png, downloaded 3381 times