
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
}
```

I get the following picture

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 3316 times
