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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

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## File Attachments

1) [sincro\\_18.png](#), downloaded 3465 times

Vega 5.0.8 U++ version

File Extras Report Help

Players Archive Round Manager Output

Edit Player

Player Name	Fed	Birthday	Gender	Title	ID FIDE	RAT FIDE	ID Nat	Rat Nat	K
<input type="text"/>	---	00.00.00	M	GM	0	0	0	0	30

ID	Name	Fed	Birthday	G	Title	ID FIDE	Rtg FIDE	ID Nat	Rtg Nat	K	Status

Time	Tourname	System	Round	Total - Avail - Bye	Action	Status
08/31/2006 00:24:	...	...	0	0 - 0 - 0	Hello!	Open or Create a tournament!