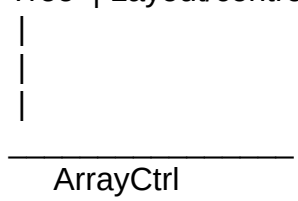
Subject: SplitterFrame: How to build this?
Posted by imos on Thu, 10 Jan 2019 23:49:47 GMT
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Hi!
I would like to build a GUI app with the following macro details:



However I can not get this using 2 SplitterFrame2:

```
SplitterFrame sfHor;
ArrayCtrl list;
SplitterFrame sfVert;
TreeCtrl   tree;

typedef App CLASSNAME;
TopWindow app;
App()
{
  CtrlLayoutOKCancel(*this, "Test SplitterFrame");
  tree.SetRoot(CtrlImg::Dir(), "Data Channels");
  AddFrame(sfVert.Bottom(list,200));
  sfHor.Left(tree, 200);
  //sfVert.Top(sfHor,200); //Error!
  sfVert.SizeMin(100).MinSize(100);
  Sizeable();
}
```

This code shows a listview on the bottom and the layout on the top. But I did not set any content for the top. Why is layout set automatically to the top?

In fact I need to create controls during runtime and not design them during development time. So the layout is not the right option, right? A kind of empty containner would be better, right?
But I can not find any container to use (such as panel in Java). Is it possible to add new controls to an empty layout during runtime?

Thanks a lot