
Subject: Re: SplitterFrame: How to build this?
Posted by [Oblivion](#) on Fri, 11 Jan 2019 08:28:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello, imos

Layouts are not objects, they are simply visual representations (in the IDE) of your predefined widgets (It is c++ code) and they are added dynamically, as in your code:

```
CtrlLayoutOKCancel(*this, "Test SplitterFrame");
```

Above code (and other variants of CtrlLayout() function) simply adds and initializes a set of predefined widgets (visually represented as a "layout") to the given Ctrl. (In your case it is referenced by *this, which is a TopWindow. You can also assign layouts to other Ctrls.). You can modify (add, remove, move position, change their properties etc) the widgets in your layout in runtime, as you like.

You can even define multiple layouts and use them interchangeably in runtime.

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?

Yes, see the above answer. :)

And you can use ParentCtrl. It is meant to be a container, for grouping widgets.

Best regards,
Oblivion
