Subject: Layout management
Posted by zura on Tue, 14 Feb 2023 19:08:46 GMT
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Hello,

How do you manage layout in U++? Is there something like Qt's layout or wxWidgets sizer?

For instance, in wxWidgets, you can have e.g. a vertical sizer and widgets are laid out vertically. You can as well add widgets at runtime, dynamically. There are more complex sizers, such as wxGridSizer, for grid layout.

How can you achieve the same with U++?

Thanks!