
Subject: Re: Layout management

Posted by [mirek](#) on Sun, 19 Feb 2023 10:21:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

zura wrote on Tue, 14 February 2023 20:08Hello,

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!

No sizers, layout designer.

[https://www.ultimatepp.org/app\\$ide\\$LayoutDes_en-us.html](https://www.ultimatepp.org/appideLayoutDes_en-us.html)

It can design resizable layouts too, so let us say it is just completely ortogonal approach to logical layouts. More RAD IMO, but you are free to disagree.

When we need to add widgets at runtime, various approaches are possible, but in 90% cases it leads to ArrayCtrl with a list of widgets (that would probably be very rough equivalent of wx grid).

Mirek
