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Subject: easiest way to convert a Topwindow into a control

Posted by [yeus](#) on Sat, 28 Oct 2006 18:06:34 GMT

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Hi everyone, in this nice forum, desperatly defending "real" c++

I started programming an application. it has its own layout and everything. After a while (now) it turned out that this window would also make a very nice control element for a window of another application I'm, working on.

I played with adding frames and stuff, and inheriting my own topwindow class from frames and vice versa, to add my window into the layout editor as "user class". But nothing seemed to work. Now I want to know: what's the easiest way to turn my window into a control without having to copy&paste code fragments into a new class and completly rewriting paint-events and similar things?

How does a user-class have to be declared, for beeing accepted as user class in the layout designer resource file?

(btw another thing: what about "spin-off" products of my applications? I have written several control classes, which are kind of practicable. Is there anyone who i can give those to? Who can check the code and decides, whether to add them to ultimate++ or not?)

Greetings, Tom

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