
Subject: Re: easiest way to convert a Topwindow into a control

Posted by [fallingdutch](#) on Sat, 28 Oct 2006 18:35:30 GMT

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

Hi Tom,

as far as i know it just needs to be derived from class Ctrl and, if you want your class to be able to act as a Frame, FrameCtrl.

so change your class myNiceClass : public TopWindow

to class myNiceClass : public FrameCtrl<Ctrl> //both: Ctrl and Frame

class myNiceClass: public Ctrl //only Ctrl, not acting as a Frame

but then GUI_APP_RUN won't work so you have to add your Ctrl to your new TopWindow with

AddFrame(instanceOfMyNiceClass); //for the Frame version

Add(instanceOfMyNiceClass); //both only Ctrl and "Ctrl and Frame"

yeus wrote on Sat, 28 October 2006 20:06How does a user-class have to be declared, for beeing accepted as user class in the layout designer resource file?

you need a description of your class in an .usc file ... but i don't know how - if you know it tell me, please

Bas
