Subject: Re: easiest way to convert a Topwindow into a control
Posted by mirek on Mon, 30 Oct 2006 00:18:57 GMT

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Layout is not required to be based on TopWindow.

In the same time, FrameCtrl still can be used as Ctrl.

So you can have e.g.

struct Foo : WithMyLayout<Ctrl>

struct Foo : FrameCtrl< WithMyLayout<TopWindow> >

or anything like that...

Mirek

P.S.: I am not quite sure how that relates to layouts and *.usc.