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Subject: Re: IDE&GUI Builder Help

Posted by [mirek](#) on Wed, 23 Nov 2005 08:02:45 GMT

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In addition to what Graeme said, to have window with richedit and menu, it is usually better to actually avoid using layout and use MenuBar as frame.

```
struct MyEditorWindow {
    MenuBar menu;
    RichEdit edit;
    .....
    MyEditorWindow() {
        Add(edit.SizePos()); // will fill entire view area
        AddFrame(menu); // will be at the top, reducing the view area
        .....
    }
};
```

Mirek

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