
Subject: Re: more containers of widgets
Posted by [darrs](#) on Tue, 13 Feb 2007 19:17:32 GMT
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Hi there.

I was just thinking about the same thing last night. I'm currently making an application with the controls of one window spread over three ParentCtrl (panes).

Previously I've used the Fox GUI toolkit. One thing it was good at was automatic layout. It has many layout containers (e.g. pack vertically/horizontally, add to borders, center, distribute uniformly, line up in matrix). I've never used coordinates to place a control while using Fox. (However it has other problems, hence why I'm trying UPP now).

Anyway, I've been thinking about whether one would need to change UPP Ctrl to support different layout engines (possibly by using different selectable "layout" objects), or whether it is sufficient just having a temporary object to help during initial placement. For example you could use `MyLayout.AddLeft(MyButton)` and it would compute the position so that it is on the left side after all the previously added left controls.

The latter approach has the advance on not requiring changes to UPP itself, but is probably more limited in what it can achieve. I thought there was going to be a problem with the TAB key focus ordering but while writing this message I just thought of a way around that.

I might give the latter approach a try and see how far I get. Unfortunately I'm not getting much time to spend on UPP at the moment so it could be a while.

I'd be interested to see what other people think about this.

Cheers,
Darrin.

PS. I'm fairly new to UPP so everything I've just said could be complete rubbish.
