Subject: Switching layout inside class
Posted by rafiwui on Tue, 04 Jul 2017 09:12:05 GMT
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I can't find a possibility to change the layout of a window inside the window class.
So what I want to do is kind of the following:

1. I have two layouts defined in the .lay file
2. I have a class that inherits from TopWindow
3. For this example I add two buttons to my window in the constructor
4. If I press button 1 I want to change the layout to the first layout and if I press button 2 it should show me layout 2.
But I don't want another window to open up!
So I expected it to be something like this:

```
OnClickButton1()
{
   WithLayout1<TopWindow> layout1;
   SetLayout_Layout1(layout1, true, true);
}

OnClickButton2()
{
   WithLayout2<TopWindow> layout2;
   SetLayout_Layout1(layout1, true, true);
}
```

Result: the application starts but no layout is shown.
And after inspecting the lay.h file I know why this does not work.
So my second thought then was the following:

```
OnClickButton1()
{
   WithLayout1<TopWindow> layout1;
   SetLayout_Layout1(*this, layout1, true, true);
}

OnClickButton2()
{
   WithLayout2<TopWindow> layout2;
   SetLayout_Layout1(*this, layout1, true, true);
}
```

But same thing as before: the layout doesn't show up.

But is there any way to do sth like this?
Is the problem the <TopWindow> that i use as template class when creating the parent object?
Or do I have to write another macro like the ones currently inside the lay.h file?

Probably this macro would look like this: (not tested)

```
#define LAYOUT(nm, x, y)        template<class T> inline void SetLayoutThis_##nm(T& parent,
bool add = false, bool show = false) {
#define UNTYPED(var, param)       parent.var.param; if(add) Add(parent.var); if(show)
parent.var.Show();
#define ITEM(class, var, param)   UNTYPED(var, param);
#define END_LAYOUT              }

#include LAYOUTFILE

// undef everything
```

Subject: Re: Switching layout inside class
Posted by Oblivion on Tue, 04 Jul 2017 09:17:44 GMT
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Hello,

Traditional U++ way to do what you want to do is to use a ParentCtrl (It is basically Ctrl but used for grouping other ctrls. So the same rules for Ctrl apply to ParentCtrl.):

```
OnClickButton1()
{
   WithLayout1<ParentCtrl> layout1;
  //...
}

OnClickButton2()
{
   WithLayout2<ParentCtrl> layout2;
  //...
}
```

Best regards,

Oblivion

Subject: Re: Switching layout inside class

Didn't work with the following code:

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;

#define LAYOUTFILE <main/layouts.lay>
#include <CtrlCore/lay.h>

class MyWindow : public TopWindow
{
public:
 Button button1;
 Button button2;

 typedef MyWindow CLASSNAME;
 MyWindow();

private:
 void OnClickButton1();
 void OnClickButton2();
};

MyWindow::MyWindow()
{
 button1.SetLabel("Button 1").LeftPosZ(10, 100).TopPosZ(20, 30);
 button2.SetLabel("Button 2").RightPosZ(10, 100).TopPosZ(20, 30);
 button1 << THISBACK(OnClickButton1);
 button2 << THISBACK(OnClickButton2);
 Add(button1);
 Add(button2);
}

void MyWindow::OnClickButton1()
{
 Title("Layout 1");
 WithTest1<ParentCtrl> layout1;
 SetLayout_Test1(layout1, true, true);
}

void MyWindow::OnClickButton2()
{
 Title("Layout 2");
 WithTest2<ParentCtrl> layout2;
 SetLayout_Test2(*this, layout2, true, true);
}
```

```
GUI_APP_MAIN
{
 MyWindow app;
 app.SetRect(0, 0, Zx(250), Zy(70));
 app.Run();
}
```

Do I have to do sth with the layout1? Like layout1.Show()? Or Give it a size?
And which of the two SetLayout... is the correct one to use?

Subject: Re: Switching layout inside class
Posted by Oblivion on Tue, 04 Jul 2017 11:13:09 GMT
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Hello,

Quote:
Do I have to do sth with the layout1? Like layout1.Show()? Or Give it a size?
And which of the two SetLayout... is the correct one to use?

One way of doing it wil be as follows (or something along these lines should work. I can't test it at the moment, I don't have access to TheIDE now:

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;

#define LAYOUTFILE <main/layouts.lay>
#include <CtrlCore/lay.h>

class MyWindow : public TopWindow
{
public:
 Button button1;
 Button button2;

	WithTest1<ParentCtrl> layout1;
	WithTest2<ParentCtrl> layout2;

 typedef MyWindow CLASSNAME;
 MyWindow();

private:
 void OnClickButton1();
```

```
 void OnClickButton2();
};

MyWindow::MyWindow()
{
	CtrlLayout(layout1);
	CtrlLayout(layout2);
	layout1.Hide();
	layout2.Hide();
	Add(layout1); // You should set its size or position. E.g. layout1.SizePos() will cover the window's work area.
	Add(layout2); // You should set its size or position. E.g. layout2.SizePos() will cover the window's work area.

 button1.SetLabel("Button 1").LeftPosZ(10, 100).TopPosZ(20, 30);
 button2.SetLabel("Button 2").RightPosZ(10, 100).TopPosZ(20, 30);
 button1 << THISBACK(OnClickButton1);
 button2 << THISBACK(OnClickButton2);
 Add(button1);
 Add(button2);

}

void MyWindow::OnClickButton1()
{
 Title("Layout 1");
 layout1.Show();
	layout2.Hide();
}

void MyWindow::OnClickButton2()
{
 Title("Layout 2");
 layout2.Show();
	layout1.Hide();
}

GUI_APP_MAIN
{
 MyWindow app;
 app.SetRect(0, 0, Zx(250), Zy(70));
 app.Run();
}
```

Best regards,

Oblivion.

Subject: Re: Switching layout inside class
Posted by rafiwui on Tue, 04 Jul 2017 11:48:55 GMT
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Perfect that worked
Thanks a lot!!
