
Subject: Add layouts/ParentCtrl to column list
Posted by [rafiwui](#) on Fri, 07 Jul 2017 08:51:03 GMT
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I want to make a selection screen where you can select different "pages" of my app.
I tried to add my WithTestLayout<ParentCtrl> members to the column list like this:

```
ColumnList columnList;  
WithTestLayout<ParentCtrl> layout;  
  
columnList.Add(layout);
```

The compiler then tells me that he can't convert WithTestLayout<ParentCtrl> to const
Upp::Value& (I guessed that before compiling but better try)
So my question is: Is there a way to achieve this or do I have to write my own ParentCtrlList?

Greetings
Daniel

Subject: Re: Add layouts/ParentCtrl to column list
Posted by [koldo](#) on Mon, 10 Jul 2017 02:14:52 GMT
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Hello Daniel

ColumnList shows a series of texts in a list.
If you want to use it to show "pages" of your app similar to using a TabCtrl, you could:

- do a layout including the ColumnList and a StaticRect to host all pages.
- put all pages in an Array.
- Add() all pages to that StaticRect with SizePos() to fill it.
- use ColumnList::WhenSel() to Hide() all pages and Show() the one you want. You would do it using a for() through all pages in previous Array.

Subject: Re: Add layouts/ParentCtrl to column list
Posted by [rafiwui](#) on Tue, 11 Jul 2017 07:35:22 GMT
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So basically you mean it like this I guess (of course with the array and the list but this is good to show):

```
LAYOUT(Test1, 250, 70)  
ITEM(Label, dv___0, SetLabel(t_("Layout
```

```
1")).SetAlign(ALIGN_CENTER).SetFont(StdFontZ(20).Bold()).LeftPosZ(25, 200).TopPosZ(10, 50))
END_LAYOUT
```

```
LAYOUT(Test2, 250, 70)
ITEM(Label, dv___0, SetLabel(t_("Layout 2")).SetAlign(ALIGN_CENTER).SetFont(StdFontZ(20).Bold()).LeftPosZ(25, 200).TopPosZ(10, 50))
END_LAYOUT
```

```
LAYOUT(MainLayout, 400, 200)
ITEM(StaticRect, viewport, LeftPosZ(50, 300).TopPosZ(30, 100))
ITEM(Button, button1, SetLabel(t_("Layout 1")).LeftPosZ(100, 75).TopPosZ(150, 30))
ITEM(Button, button2, SetLabel(t_("Layout 2")).RightPosZ(100, 75).TopPosZ(150, 30))
END_LAYOUT
```

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

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

```
class MyWindow : public WithMainLayout<TopWindow>
{
public:
    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();
    viewport.Add(layout1);
    viewport.Add(layout2);
    layout1.SizePos();
    layout2.SizePos();
}
```

```
button1 << THISBACK(OnClickButton1);
button2 << THISBACK(OnClickButton2);
}
```

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

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

```
GUI_APP_MAIN
{
    MyWindow app;
    CtrlLayout(app);
    app.SetRect(0, 0, Zx(400), Zy(200));
    app.Run();
}
```

But this does not work because the layouts are not centered/filling the StaticRect completely.
Can you tell me why and/or how to achieve this?

Subject: Re: Add layouts/ParentCtrl to column list
Posted by [mirek](#) on Sat, 26 Aug 2017 11:27:35 GMT
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rafiwui wrote on Fri, 07 July 2017 10:51
The compiler then tells me that he can't convert WithTestLayout<ParentCtrl> to const
Upp::Value& (I guessed that before compiling but better try)
So my question is: Is there a way to achieve this or do I have to write my own ParentCtrlList?

Greetings
Daniel

ColumnList can, at this moment, only contain Values, not widgets.

If multiple columns are not important for you, you might consider using ArrayCtrl and
ArrayCtrl::SetCtrl (that puts general widget into ArrayCtrl cell).
