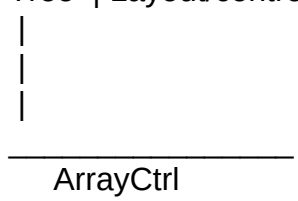
Subject: SplitterFrame: How to build this?
Posted by imos on Thu, 10 Jan 2019 23:49:47 GMT
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Hi!
I would like to build a GUI app with the following macro details:




However I can not get this using 2 SplitterFrame2:

```
SplitterFrame sfHor;
ArrayCtrl list;
SplitterFrame sfVert;
TreeCtrl   tree;

typedef App CLASSNAME;
TopWindow app;
App()
{
  CtrlLayoutOKCancel(*this, "Test SplitterFrame");
  tree.SetRoot(CtrlImg::Dir(), "Data Channels");
  AddFrame(sfVert.Bottom(list,200));
  sfHor.Left(tree, 200);
  //sfVert.Top(sfHor,200); //Error!
  sfVert.SizeMin(100).MinSize(100);
  Sizeable();
}
```

This code shows a listview on the bottom and the layout on the top. But I did not set any content for the top. Why is layout set automatically to the top?

In fact I need to create controls during runtime and not design them during development time. So the layout is not the right option, right? A kind of empty containner would be better, right?
But I can not find any container to use (such as panel in Java). Is it possible to add new controls to an empty layout during runtime?

Thanks a lot

Subject: Re: SplitterFrame: How to build this?
Posted by Oblivion on Fri, 11 Jan 2019 08:28:25 GMT
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Hello, imos

Layouts are not objects, they are simply visual representations (in theIDE) of your predefined widgets (It is c++ code) and they are added dynamicially, as in your code:

CtrlLayoutOKCancel(*this, "Test SplitterFrame");

Above code (and other variants of CtrlLayout() function) simply adds and intializes a set of predefined widgets (visually represented as a "layout") to the given Ctrl. (In your case it is referenced by *this, which is a TopWindow. You can also assign layouts to other Ctrls.).
You can modify (add, remove, move position, change their properties etc) the widgets in your layout in runtime, as you like.

You can even define multiple layouts and use them interchangebly in runtime.

I can not find any container to use (such as panel in Java). Is it possible to add new controls to an empty layout during runtime?

Yes, see the above answer.

And you can use ParentCtrl. It is meant to be a container, for grouping widgets.

Best regards,
Oblivion

Subject: Re: SplitterFrame: How to build this?
Posted by imos on Fri, 11 Jan 2019 14:25:42 GMT
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Thanks for the explanations, but How to get this GUI skeleton:

Tree | Layout/controls
|
|
|
_____

ArrayCtrl at bottom

using 2 SplitterFrames?

Why does "CtrlLayout" stays in the top of the first SplitterFrame if I did nothing to achieve that (according to the privided source code)?
Why can not I add first horizontal SplitterFrame to the top of vertical split frame?

Thanks

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Subject: Re: SplitterFrame: How to build this?
Posted by Oblivion on Fri, 11 Jan 2019 22:10:33 GMT
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Hello imos,

In such cases you shoud try Splitter instead of SplitterFrame, as it seems to be what you need and is more flexible.

Please find attached a simple example that demonstrates the requested behaviour. (I was lazy, so I used a DocEdit instead of TreeCtrl).
It also demonstrates a simple way of adding a widget to the layout dynamically.

Best regards,
Oblivion

File Attachments
1) SplitterExample.zip, downloaded 418 times

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Subject: Re: SplitterFrame: How to build this?
Posted by imos on Sat, 12 Jan 2019 17:20:20 GMT
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Great example! Thank you!

It is what I was looking for. Just one more question/detail

Imagine that I want to create multiple widgets during runtime or even just one but a large one, such as:

pctrl.Add(button.SetLabel("Added button!").LeftPos(10, 150).TopPos(100, 1140));

Is it possible to configure "WithContainerLayout<ParentCtrl>" with vertical scroll bar in order to be possible to see the whole button?

Thanks
Imos

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