Subject: Filling TabCtrl from Layout
Posted by brianE on Thu, 29 Jun 2006 13:10:10 GMT
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Hi Guys,
I have tried reading thread call 'Forlano tabs' but am still not clear on this point; please advise.

I have simple layout: splitter, TabCtrl at top; ArrayCtrl under it.
I have second layout: some buttons.
I have third layout: some edits.

I want to put the buttons layout on tab1 of the TabCtrl and the edits layout on tab2 of the TabCtrl. I know you can do this! But I can't get my head around where things get declared and where to 'Add'. Please point me in right direction.

BrianE

Subject: Re: Filling TabCtrl from Layout
Posted by forlano on Thu, 29 Jun 2006 13:50:47 GMT
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brianE wrote on Thu, 29 June 2006 15:10Hi Guys,
I have tried reading thread call 'Forlano tabs' but am still not clear on this point; please advise.

I have simple layout: splitter, TabCtrl at top; ArrayCtrl under it.
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I want to put the buttons layout on tab1 of the TabCtrl and the edits layout on tab2 of the TabCtrl. I know you can do this! But I can't get my head around where things get declared and where to 'Add'. Please point me in right direction.

BrianE

Please be patient, I need to retrieve my old examples e modify it in order to work with latest 606-dev version.

Luigi

Subject: Re: Filling TabCtrl from Layout
Posted by forlano on Thu, 29 Jun 2006 14:27:31 GMT
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brianE wrote on Thu, 29 June 2006 15:10Hi Guys,
I have tried reading thread call 'Forlano tabs' but am still not clear on this point; please advise.

I have simple layout: splitter, TabCtrl at top; ArrayCtrl under it.
I have second layout: some buttons.
I have third layout: some edits.

I want to put the buttons layout on tab1 of the TabCtrl and the edits layout on tab2 of the TabCtrl. I know you can do this! But I can't get my head around where things get declared and where to 'Add'. Please point me in right direction.

BrianE

The file attached contains that example update to the 606-dev3 version (iml file have been changed since them). Please study it and lets speak about it so we have a concrete example.
Try to modify the layout you prefer adding one button at once and note the difference. Then add the callback to your button in the correspondent constructor.
Modify only little thing and observe carefully! Focus your attention only about one class at once. Then come back with other questions.

Luigi

PS: do not try to open directly the file during the download, but first save it on the disk. Move the unzipped directory as it is in MyApps dir and run theIDE.

PPS: the title of your post is too specific and perhaps our Administrator will move this thread in the tabCtrl forum...

File Attachments

1) ForlanoVega.rar, downloaded 2014 times

Subject: Re: Filling TabCtrl from Layout
Posted by brianE on Thu, 29 Jun 2006 16:57:32 GMT
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Hi, Luigi
The app is great - if somewhat complex for my present needs! However, it has lots of things I can look at later. I managed to extract the essence of what is needed and now my own little app works, so thanks.

I manually typed in all the things I needed to make it work but I'm pretty sure there must be ways to play copy/paste more than just the class declarations; so, as always, more questions:

I don't really understand when to use the word 'Layout' or the use of 'With' as in:
class VegaTabs : public WithVegaTabsLayout<TopWindow> {
public:

typedef VegaTabs CLASSNAME;

```
 VegaTabs();
 ~VegaTabs(){;}
};
```

I'm not sure what "CtrlLayout(*this, "");" actually does.

I don't know how to create new cpp files eg your "VegaTab1.cpp" so that I can split up the various classes I will need. [I have found this now!]

How can I get to see files that are not in my project whilst still having my project workable-with? At the moment I have two Upp's working at the same time!

I do read the documentation but at this stage it's hard to know which bits are the most important!

BrianE

Subject: Re: Filling TabCtrl from Layout
Posted by forlano on Thu, 29 Jun 2006 19:20:12 GMT
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I know it is complicated, but you started asking something (TabCtrl) not so immediate
brianE wrote on Thu, 29 June 2006 18:57
I don't really understand when to use the word 'Layout' or the use of 'With' as in:
class VegaTabs : public WithVegaTabsLayout<TopWindow> {
public:

```
 typedef VegaTabs CLASSNAME;

 VegaTabs();
 ~VegaTabs(){;}
};
```

"Layout" is just a name! It has no effect except that to remind you that the class come from designer. Sometimes I've not used the word "Layout". See for example the layout "NewTournamet" without 'layout'. You are free to name the layout as you like.

"With" instead is automatically added by Designer to the name of the layout when you generate the code with ALT + C (I hope you remind the tutorial about designer). I've never changed the label "WithLayoutName" and I think it is safe to not change it (maybe others can confirm this guessing). Instead you can write:

class BrianTabs : public WithVegaTabsLayout<TopWindow>

instead of that above.

Quote:
I'm not sure what "CtrlLayout(*this, "");" actually does.

This is something you do not need to know! It is a standard non verbose U++ way to build the class widget. I do not know exactly what is does, but I easily guess it reads the lay file (see it with CTRL+T) corrispondent to its own layout and create really the widgets you have designed (allocated memory, and so on). Try this in some class that open a window to see the effect

CtrlLayout(*this, "My experiment");

(observe the title of the window).

Quote:
I don't know how to create new cpp files eg your "VegaTab1.cpp" so that I can split up the various classes I will need.

Do you remind how to create a lay file? Well, it is the same, just type myfile.cpp and the file will appear in your package.

Quote:I read the documentation but at this stage it's hard to know which bits are the most important!

It is normal. For this reason the forum exists.
Now try to build your own easy class that do some simple thing: For example drop two editint fields, a button and a label. The pressure of the button does the sum of what it is inside the editfields and write it in the label. I started doing these things in order to master the behaviour of the elementary widgets. Try to coordinate the behaviour of these 4 widgets and then come again with the code. Follow even the tutorial about designer.
Then we pass to the TabCtrl that is a bit more complicated. I was not able to manage it without the help of Aris (our forum Administrator) when I began.

Luigi

Subject: Re: Filling TabCtrl from Layout
Posted by domingo on Sat, 12 Aug 2006 18:16:39 GMT
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In the file ForlanoVega.rar is missing a file TwoCtrl.h !!!

Subject: Re: Filling TabCtrl from Layout
Posted by fudadmin on Sun, 13 Aug 2006 03:25:30 GMT
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domingo wrote on Sat, 12 August 2006 19:16In the file ForlanoVega.rar is missing a file TwoCtrl.h !!!
Must be like this...?:

```
#ifndef _ForlanoVega_TwoCtrl_h_
#define _ForlanoVega_TwoCtrl_h_

#include <CtrlLib/CtrlLib.h>

class Ctrl2 : public ParentCtrl {
 EditField edit;
 Button button;
public:
 typedef Ctrl2 CLASSNAME;
 Ctrl2();
 ~Ctrl2() {;}
};
#endif



//
#include "VegaMain.h"

Ctrl2::Ctrl2()
{
 edit.SetRect(0,0,20,13);
 button.SetRect(15,0,30,13);
 Add(edit);
 Add(button);
}
```

Subject: Re: Filling TabCtrl from Layout
Posted by forlano on Mon, 14 Aug 2006 10:35:32 GMT
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domingo wrote on Sat, 12 August 2006 20:16In the file ForlanoVega.rar is missing a file TwoCtrl.h !!!

Hi,

still in holidays and watching the forum evolution with a Mac OS with no possibility to check any source code.
I remind that the posted code compiled without problems. In fact there was no use of TwoCtrl widget in the application. Any way the missing files should be those given above by Aris. In the opposite case just comment any reference to TwoCtrl in the application.