
Subject: Proper SplitterFrame removal++

Posted by [luoganda](#) on Mon, 28 Mar 2022 06:51:30 GMT

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1st question is more about c++, but anyway:

I have this struct.

```
struct SCtrl:Ctrl{
    void Paint(Draw& w)override{
        ...
    }
};
Array<Ctrl> ctrls;
Array<SCtrl> sctrls;
ctrls.Create<Button>(); //this is ok
sctrls.Create<Button>(); //this produces error(no matching member function for call to 'Add')
```

Can the last one be done, so that SCtrl is somehow subclassed but still used as Ctrl to be used as Button,...?

Any idea how to do this properly? maybe provide copyCtor?

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2nd question:

Simple app is included in attachment.

I would want a layout design something like foobar2000(win) or deadbeef(linux) has.

Could someone check that and try to correct it

and do it properly - since i don't know fully how SplitterFrame works and how i would do this properly.

When i add frames - it's ok(although now childFrames are added and are children of parent ctrls - which when clicking on parent and removing it - children are then also removed, i would want to remove only SplitterFrame on which i click->Remove, but for this nonChildren would probably need to be used - siblings - although i don't know if this is possible with SplitterFrames to do it properly).

When i remove it - problems happens, see and try code.

How to properly remove frames?

if i call `sc->spl.FrameRemove();` instead of `par->RemoveFrame(sc->spl)` i get segmentation fault via `repaint`(this is called from `SCtrl::RightUp...`)

`pwnd` points to global main window,

when called from `childCtrl` - `pfrom` points to that from `SCtrl::RightUp`

```
SCtrl& AddSplitter(int where, Ctrl *pfrom){
    //SSplitterFrame& spl=splitters.Create<SSplitterFrame>();
    //spl.FrameAdd(InsetFrame());
    SCtrl& sc=ctrls.Create<SCtrl>();
    sc.spl.Set(sc.SizePos(),100,where);
```

```

if(!pfrom)pfrom=pwnd; sc.frmid=pfrom->GetFrameCount();
pfrom->AddFrame(sc.spl);
return sc;
}

void NewPanel(int where, Ctrl *pfrom){
    SCtrl&ctrl=AddSplitter(where,pfrom);
    //ctrl.ctrl.Create<Button>();
    //Button&b=*(Button*)ctrl.ctrl.Get();b.SetLabel("Marana");b.LeftPos(20,100);b.TopPos(20,40);
    ///ctrl.ctrl->Add(b);
}

```

## File Attachments

1) [WNDCanvas2.7z](#), downloaded 148 times

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Subject: Re: Proper SplitterFrame removal++  
 Posted by [mirek](#) on Tue, 17 May 2022 13:34:12 GMT  
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luoganda wrote on Mon, 28 March 2022 08:51 1st question is more about c++, but anyway:  
 I have this struct.

```

struct SCtrl:Ctrl{
    void Paint(Draw& w)override{
        ...
    }
};
Array<Ctrl> ctrls;
Array<SCtrl> sctrls;
ctrls.Create<Button>(); //this is ok
sctrls.Create<Button>(); //this produces error(no matching member function for call to 'Add')

```

Can the last one be done, so that SCtrl is somehow subclassed but still used as Ctrl to be used as Button,...?

You can only Create instances of classes that are derived from T. Button is descendant of Ctrl, but not SCtrl.

Quote:

Any idea how to do this properly? maybe provide copyCtor?

Do what? :)

Mirek

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Subject: Re: Proper SplitterFrame removal++  
Posted by [luoganda](#) on Wed, 25 May 2022 19:58:06 GMT  
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1st question:

"Do what?"

I am subclassing Ctrl as SCtrl,  
and i would like to use it - like it's written - in `Array<SCtrl> sctrl;`  
How to do that? since now it throws error - like it's written in 1st post.

2nd question:

i observed how frames are done in foobar2000(windows) and deadbeef(linux).  
Like i have suspected, both programs don't have an option to pick-and-point with mouse to delete just any children, but have an option to delete/replace parent(which also deletes all it's children).  
This is easier(recommended if one want's to stay sane :) ), and is also how i am currently doing it - but more sophisticated method would be to pick and delete any child of a child of a child...

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Subject: Re: Proper SplitterFrame removal++  
Posted by [mirek](#) on Tue, 31 May 2022 09:22:24 GMT  
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luoganda wrote on Wed, 25 May 2022 21:58 1st question:

"Do what?"

I am subclassing Ctrl as SCtrl,  
and i would like to use it - like it's written - in `Array<SCtrl> sctrl;`

`sctrl.Add();`

However you are doing `sctrl.Create<Button>()`. Not sure what you expect THAT to do. In any case, as Button does not have SCtrl as base class, you cannot do that.

Anyway, if your aim is to mix Button and SCtrl in the Array, just use

`Array<Ctrl> ctrls;`

`ctrls.Create<SCtrl>();`  
`ctrls.Create<Button>();`

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Subject: Re: Proper SplitterFrame removal++  
Posted by [luoganda](#) on Tue, 31 May 2022 14:35:45 GMT  
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ahh, it seems i wrote

a typo there, it must have been the moon :) .

sctrls.Create<Button>(); //this produces error(no matching member function for call to 'Add')

Yes, it should be sctrls.Create<SCtrl>(); or just the usual thing sctrls.Add(); <- that's why that error

Anyway,thanks for reply.

By the way,

RegExp seems is still a little buggy - not sure why - even with new perlRegExp version,

for now i propose to encapsulate standards c++ regex as upp RegExp,

and encapsulate perlRegExp as RegExp2(if one needs some specific feature of it),

so when (probably faster) perlRegExp is fixed, it is simply again put in RegExp class.