
Subject: A couple of noob questions

Posted by [Crazycarppy](#) on Mon, 14 Nov 2022 05:15:34 GMT

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I am new to U++ and fairly new to c++.

I have read much of the documentation and examples provided on the website, and even understood some of it.

In my first attempt at making an app I found that I can't seem to figure out a couple of things.

1 How do I add items to a droplist after its been added to a layout in the designer? With the rest of the windows working it is Grey and mousing over it does nothing. I have looked at the examples I could find that use a dropkist but couldn't discern a clear answer.

2.my app starts on one layout and I want it to change depending on user input(button presses). I can get it to open a new window with the new layout, but I can't get the old one to close. I assume there is a way to do this? Alternatively is there a way to redraw the window using a new layout without opening a new window?

Thank you for any and all help in advance.

Subject: Re: A couple of noob questions

Posted by [Lance](#) on Wed, 16 Nov 2022 14:09:31 GMT

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Hi Crazycrappy:

Welcome to U++ commnity.

The first, suppose you add a DropList with name dlist in TestLayout in some layout file. In the ide, select the layout file, and then press key combination `CTRL+N` to display the layout file as C++ code. Yes, a layout is just a C++ template. You will see something like this.

```
LAYOUT(TestLayout, 384, 248)
  ITEM(Upp::DropList, dlist, LeftPosZ(52, 232).TopPosZ(120, 19))
END_LAYOUT
```

Now you can edit this file, but proceed with caution. Do something like this:

```
LAYOUT(TestLayout, 384, 248)
  ITEM(Upp::DropList, dlist,
    Add("Item 1 in layout designer")
    .Add("Item 2 in layout designer")
    .LeftPosZ(52, 232).TopPosZ(120, 19))
END_LAYOUT
```

CAUTION: Above should have worked, but there is a problem. `CTRL+N` again to switch to visual layout designer and then `CTRL+N` back again, you will notice your code becomes.

```
LAYOUT(TestLayout, 384, 248)
  ITEM(Upp::DropList, droplist, Add("item 2 in layout").LeftPosZ(52, 232).TopPosZ(120, 19))
END_LAYOUT
```

The "item 1" simply vanished. I cannot tell for sure, but I suspect this is a bug. There is nothing you and me can do about it atm. So add the list in the constructor instead. Some thing like this:

```
#include "TestLayoutDropListItems.h"

TestLayoutDropListItems::TestLayoutDropListItems()
{
  CtrlLayout(*this, "Window title");
  droplist.Add("item 1")
            .Add("item 2").Add("item 3");
}

GUI_APP_MAIN
{
  TestLayoutDropListItems().Run();
}
```

The second question, I remember somebody asked not long ago and i have answered that, maybe not to his satisfaction. Let me do a quick search.

Happy coding!

BR,
Lance
