Subject: new behaviour of Splitter 608-dev2 Posted by forlano on Wed, 30 Aug 2006 22:37:51 GMT

View Forum Message <> Reply to Message

```
Hello,
with this code (always the same)

VegaMain::VegaMain()
{
   CtrlLayout(*this, VERSION);
   spls.Vert();
   spls.SetPos(8500);
   spls.Vert(tabs, consoleFrame); // <<<<<!!!!!
   SetBars();
   SetTabs();
   Init();
   BackPaint();
   this->WhenClose = THISBACK(Exit); // prevent the closure
}
```

The splitter split the area in two equal regions. With 608-dev1 and before instead the bottom part (consoleFrame) was only 15% of the total area and this was what I wanted. I'm trying to play with logical coordinate to reduce the consoleFrame area but without success. Any suggestion?

Luigi

File Attachments

I get the following picture

1) sincro_18.png, downloaded 3380 times

Subject: Re: new behaviour of Splitter 608-dev2 Posted by mirek on Thu, 31 Aug 2006 18:29:25 GMT View Forum Message <> Reply to Message

Quick fix: Put SetPos after Vert(...).

Anyway, should work even as it is. Investigating...

Mirek

Subject: Re: new behaviour of Splitter 608-dev2 Posted by forlano on Thu, 31 Aug 2006 18:34:09 GMT

View Forum Message <> Reply to Message

luzr wrote on Thu, 31 August 2006 20:29Quick fix: Put SetPos after Vert(...).

Anyway, should work even as it is. Investigating...

Mirek It works! Thank you,

Luigi