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

I get the following picture

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

1) sincro_18.png, downloaded 3153 times

Subject: Re: new behaviour of Splitter 608-dev2
Posted by mirek on Thu, 31 Aug 2006 18:29:25 GMT
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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
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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