

---

Subject: ToolBar as Ctrl not as Frame [BUG?]

Posted by [fallingdutch](#) on Sat, 28 Oct 2006 20:41:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Is it possible to use a Toolbar as Ctrl and not as Frame?

I have two toolbars in my app - one as Frame working with no Problems and one as Ctrl, resized by TopWindow::Layout function and hidden and shown, too.

But the only thing i see is the BlackFrame() i gave it to check wether the second toolbar is there.

everything is drawn well if i change the line "Add(toolbar);" to "AddFrame(toolbar);"

Any Hints?

thanks,  
Bas

---

---

Subject: Re: ToolBar as Ctrl not as Frame [BUG?]

Posted by [fallingdutch](#) on Sat, 28 Oct 2006 21:38:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Found the Problem:

you need to refresh the layout because then the toolbar will be drawn - this is automagically called when the toolbar is used as Frame.

Why isn't Layout called when added to a Ctrl or when Repositioned (SetPos)?

is there a nicer solution instead of calling either RefreshLayoutDeep() or toolbar.RefreshLayout() ?

A solution could be to add RefreshLayout in the function ParentChanged(), or wouldn't that help?

Bas

---

---

Subject: Re: ToolBar as Ctrl not as Frame [BUG?]

Posted by [mirek](#) on Sun, 29 Oct 2006 03:00:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well, looks like a bug (perhaps nobody tried toolbar as Ctrl yet). Can you post a simple test package?

Mirek

---

---

Subject: Re: ToolBar as Ctrl not as Frame [BUG?]  
Posted by [fallingdutch](#) on Sun, 29 Oct 2006 06:57:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

sure, Mirek (hope you don't mind if I call you by your name?)

here it is

Bas

#### File Attachments

---

1) [ToolBarAsCtrl.tar.gz](#), downloaded 1814 times

---

---

Subject: Re: ToolBar as Ctrl not as Frame [BUG?]  
Posted by [mirek](#) on Sun, 29 Oct 2006 19:39:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well, this way of adding items works only for (popup) menu. ToolBar needs to be Set:

```
void ToolBarAsCtrl::MyBar(Bar& tb)
{
    tb.Add("Test",ToolBarImg::heart(),THISBACK(DoNothing));
}

ToolBarAsCtrl::ToolBarAsCtrl()
{
    CtrlLayout(*this, "Window title");
    tb.SetRect(10,10,200,50);
    Add(tb);
    tb.Set(THISBACK(MyBar));
    //in 3 seconds you will see the button
    // SetTimeCallback(3000,THISBACK(ShowToolBarButtons));
}
```

(hopefully, I am finishing Bar docs right now...)

Mirek

---

---

Subject: Re: ToolBar as Ctrl not as Frame [BUG?]  
Posted by [fallingdutch](#) on Sun, 29 Oct 2006 21:27:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

thanks for your fast answer, Mirek  
good work!

