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Subject: Layout introspection...

Posted by [mirek](#) on Sun, 28 Oct 2007 11:13:47 GMT

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`void Ctrl::LayoutId(const char *s)`

is used by .lay mechanism to put the name of layout variable into the Ctrl (parent Ctrl gets the name of layout).

It can be retrieved by `Ctrl::GetLayoutId`

(Note: the primary motivation was to simplify the help per widget system).

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