Subject: Layout introspection...
Posted by mirek on Sun, 28 Oct 2007 11:13:47 GMT

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).