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Subject: Looking for a Panel Ctrl...

Posted by [alex100](#) on Mon, 03 Dec 2007 10:03:18 GMT

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Is there any kind of panel Ctrl?

What I need is a panel (container) to put otherCtrls, and, for instance, if we disable the panel all childCtrls become disable too. If we move the panel all childCtrl are moved too.

Is there any Ctrl that makes this in Ultimate ++?

Thanks

Alex

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Subject: Re: Looking for a Panel Ctrl...

Posted by [unodgs](#) on Mon, 03 Dec 2007 10:44:45 GMT

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Well it's quite easy to implement

```
class PanelCtrl : public Ctrl
{
    void Enable(bool b)
    {
        Ctrl * ctrl = GetFirstChild();
        while(ctrl)
        {
            ctrl->Enable(b);
            ctrl = ctrl->GetNext();
        }
    }
};
```

```
PanelCtrl panel;
panel.Add(droplist0);
panel.Add(droplist1);
panel.Enable(false);
```

Bad news is layout editor doesn't support visualisation of child<->parent relation, so you must add all control to panel manually.

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Subject: Re: Looking for a Panel Ctrl...

Posted by [alex100](#) on Mon, 03 Dec 2007 12:37:12 GMT

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Ok, I got it now...

No problem, I daa the controls by hand!

Thank you very much!

Alex

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Subject: Re: Looking for a Panel Ctrl...

Posted by [mrjt](#) on Mon, 03 Dec 2007 12:46:32 GMT

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Quote:No problem, I daa the controls by hand!

You can still use a layout.

Create a new layout (ie. PanelLayout) then

WithPanelLayout<PanelCtrl> panel;

...

CtrlLayout(panel);

This will work best if PanelCtrl inherits from ParentCtrl rather than Ctrl.

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