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 ia a panel (container) to put other Ctrls, and, for instanbce, If we desable the panel all child Ctrls become dasable too. If we move the panel all child Ctrl are moved too.

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

Thanks

Alex

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 dosn't support visualisation of child<->parent relation, so you must add all control to panel manually.

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

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.
