Subject: How can Layout be used for non-TopWindow special widget?
Posted by jlfranks on Tue, 15 Jan 2008 05:47:42 GMT
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We have several complex widgets that we want to create in their own packages. These are complicated enough to require the Layout editor. The problem is that all examples of where Layout is used and initialized seems to only be for TopWindow.

Gui Tutorial #21 shows a special widget example, but I can't determine how to scale this up for a complext special widget, in it's own package, with it's own layout, and not TopWindow. Can you provide an example based on Tutorial #21, but scaled up to have it's own layout file, but not TopWindow?

I've not been able to figure out how to do this because the layout initializer tries to set the Title, but the widget is not TopWindow.

Or, maybe there is another way of reaching the goal?

--jlf

Subject: Re: How can Layout be used for non-TopWindow special widget?
Posted by mirek on Tue, 15 Jan 2008 07:15:23 GMT
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jlfranks wrote on Tue, 15 January 2008 00:47We have several complex widgets that we want to create in their own packages. These are complicated enough to require the Layout editor. The problem is that all examples of where Layout is used and initialized seems to only be for TopWindow.

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Or, maybe there is another way of reaching the goal?

--jlf

```
struct MyWidget : WithMyLayout<MyBaseClass> {
  MyWidget() {
    CtrlLayout(*this);
```

```
  }
};
```

In other words, without title parameter, CtrlLayout does not set the title...

Mirek
