Subject: What is ParentCtrl?
Posted by White\_Owl on Thu, 29 Jan 2009 22:45:48 GMT
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ParentCtrl is mentioned in the list of widgets and judging by the tiny description "Parent for grouping widgets in TabCtrl and similar situations." it is what I am looking for. But how to work with it?

```
Tried:
```

```
ParentCtrl parent_ctrl;
WithPage1<Ctrl> page1;
WithPage2<Ctrl> page2;
....
CtrlLayout(page1);
CtrlLayout(page2);
parent_ctrl.Add(page1);
```

parent\_ctrl.Add(page2);and that gave me all pages one over the other. I now see all widgets from all layouts at the same time in a great mess.

I am looking for some way to stack several panels. Something like TabCtrl but without tabs.

```
Subject: Re: What is ParentCtrl?
Posted by mrjt on Fri, 30 Jan 2009 11:06:06 GMT
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```

The only major differnce to Ctrl is that it ignores mouse actions and is transparent.

So you can use ParentCtrls as containers, but if you want layers then you have to handle the switching yourself by Hiding/Showing the containers:

```
WithPage1<ParentCtrl> page1;
WithPage2<ParentCtrl> page2;
....
CtrlLayout(page1);
CtrlLayout(page2);
Add(page1);
Add(page2);
page2.Hide();

virtual bool Key(dword key, int count) {
  if (key == K_CTRL_S) {
    page1.Show(!page1.lsShown());
    page2.Show(!page2.lsShown());
    return true;
  }
  return false;
}
```

Subject: Re: What is ParentCtrl?

Posted by White Owl on Fri, 30 Jan 2009 15:42:00 GMT

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Oh... So ParentCtrl is actually a container which does not receive mouse messages? I think, I got it...

Subject: Re: What is ParentCtrl?

Posted by mirek on Sun, 08 Feb 2009 07:23:41 GMT

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White\_Owl wrote on Fri, 30 January 2009 10:42Oh... So ParentCtrl is actually a container which does not receive mouse messages? I think, I got it...

Actually, mrjt got it wrong, it in fact DOES receive mouse messages (but usually, they are just ignored).

```
ParentCtrl::ParentCtrl()
{
   NoWantFocus();
   Transparent();
   minsize = Null;
}
```

Really, the main purpose is that you need something to group widgets occassionally and that thing has to be Transparent (because there is usually something behind) and it must not get focus when pressing K\_TAB.

Mirek