Subject: Editor Toolbar
Posted by jeremy_c on Mon, 08 Jun 2009 09:08:38 GMT
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I have a many widgets on my layout and the Editor is on the bottom half of the window, however, the toolbar is on the upper half of the window. This is a pretty big disconnect between the widget and the toolbar that controls the widget.

Right now I do:

```
void MyApp::Setup()
{
   // other code
   toolbar.Set(THISBACK(MainBar));
   AddFrame(toolbar);
   // other code
}

void MyApp::MainBar(Bar &bar)
{
   editor.DefaultBar(bar);
}
```

Is there a way I can make this bar attach right above the editor instead of a main toolbar?

Jeremy

Subject: Re: Editor Toolbar
Posted by mirek on Mon, 08 Jun 2009 16:47:58 GMT
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editor.AddFrame(toolbar);

More correct:

editor.InsertFrame(0, toolbar); // or 1, depends on layout

Mirek

Subject: Re: Editor Toolbar
Posted by jeremy_c on Mon, 08 Jun 2009 17:42:57 GMT
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Oh, that was easy enough! I was thinking AddFrame was for a top window. As you can see, I'm new to U++ and still learning my way around. It seems pretty obvious now that I see the example and search it out.

Thanks!

Jeremy