
Subject: Splitter SetPos bug ?

Posted by [mdelfede](#) on Mon, 11 Jan 2010 21:57:57 GMT

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Before upgrading to current 1879 svn (I was in 1801 svn) this worked, now the splitter sets always about on middle.

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

class TestSplitter : public TopWindow
{
private:
    // pages column list
    ColumnList pageList;

    // page container
    StaticRect pagePane;

    // the splitter
    Splitter splitter;

public:
    TestSplitter();
};

TestSplitter::TestSplitter()
{
    // adds the splitter
    SizePos();
    Add(splitter);

    // setup pagelist appearance
    pageList.Columns(1).SizePos();

    // adds the columnlist on left
    splitter.Horz().SetPos(100).Set(pageList, pagePane);
}

GUI_APP_MAIN
{
    TestSplitter().Run();
}
```

Subject: Re: Splitter SetPos bug ?
Posted by [Tom1](#) on Mon, 18 Jan 2010 09:21:54 GMT
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Hi,

I noticed your trouble with splitter and as I tinkered with it recently I thought I should take a look at it.

Re-order:

```
splitter.Horz().SetPos(100).Set(pageList, pagePane);
```

to:

```
splitter.Horz().Set(pageList, pagePane);  
splitter.SetPos(100);
```

..and your code works. The reason is that in Splitter::Layout, newly added panels cause a re-initialization of splitter position array. I do not think that I did that change... I hope.

// Tom

Subject: Re: Splitter SetPos bug ?
Posted by [mdelfede](#) on Mon, 18 Jan 2010 13:41:41 GMT
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I already figured out this with Mirek's help, thanks

Anyways, I guess that some previous (working) code will have to be changed in order to avoid this "bug".

Ciao

Max