
Subject: how to bind or convert Logc positions to int?
Posted by [fudadmin](#) on Tue, 28 Mar 2006 13:59:22 GMT
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```
horzSplit.Add(tree);  
horzSplit.Add(editor1);  
horzSplit.Add(editor2);
```

```
    Add(option1);  
    option1.SetPosX( horzSplit.GetPos(0) ); //error int to Logc
```

```
Add(horzSplit.Horz().VSizePos(35,35));
```

In fact there 2 questions:

- 1.how to bind or convert Logc positions to int?
- 2.Shouldn't all Ctrl's have harmonised methods with the same naming to "speak to each other"?
E.g splitter GetPos returns int but from 10000 range while others AFAIK return Logc...

Subject: Re: how to bind or convert Logc positions to int?
Posted by [mirek](#) on Tue, 28 Mar 2006 15:18:10 GMT
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1. [http://upp.sourceforge.net/src\\$CtrlCore\\$Ctrl\\$en-us.html](http://upp.sourceforge.net/src$CtrlCore$Ctrl$en-us.html)

Note that you cannot convert int to logc for the simple reason - it contains in fact 3 fields... Logc should stand for "logical coordinate" or "logical component". Vertical and horizontal Logc form LogPos - placement of Ctrl within its parent.

2. Logc is simply a different beast....
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