Subject: How to combine two widget-class in the topwindow
Posted by forlano on Thu, 30 Mar 2006 12:20:43 GMT
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Hello,

after your precious feedback I was able to build a marvellous menubar with many menu. It is very easy.

Now the problem (for me) is how to combine two o more classes.
Let me refer to a concrete case. In the reference assembly we have the packages Menu and StatusBar. In the first one I found the class App for the menu, while in the second one I have the class App2 (actually named App too) for the status bar.
The silly question is: How to let appear in one top window the menu and the status bar?

I have put in one file both code and tried the stupid

```
GUI_APP_MAIN
{
 App().Run();
 App2().Run();
}
```

that opened two separate top windows (two different applications). I was not luckier with Open() method.

Many thanks in advance,
Luigi

Subject: Re: How to combine two widget-class in the topwindow
Posted by fudadmin on Thu, 30 Mar 2006 13:06:45 GMT
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```
#include <CtrlLib/CtrlLib.h>

//you can keep this (and more like this) class declarations in one yourApp.h file
class App : public TopWindow {
private:
 bool numbers_enabled;
 //declare your widgets by adding below...
 MenuBar      menu;
 StatusBar    status;
 InfoCtrl     info1;
public:
 void Exit() {Close();}
```

```
 void EnableNumbers()     {numbers_enabled = !numbers_enabled;}
 void ShowNumber(int n)   {PromptOK(AsString(n));}
 void TestEdit()          {PromptOK("fromEdit");}  //added  No3 - your func
 void Dummy()             {PromptOK("your function needs to be implemented!");}
 //useful to have one dummy function while work in progress...
 //...to fill calling "gaps"
 //add here more funcs to call from menus,,,

 //bar declarations
 void SubSubMenu(Bar& bar);
 void FileMenu(Bar& bar);
 void EditMenu(Bar& bar);
 void HelpMenu(Bar& bar);
 void TopMenus(Bar& bar);

 typedef App CLASSNAME;

 App();
};

//while all implementations below you can keep in one or more *.cpp files (split by classes)
void App::SubSubMenu(Bar& bar) {
 for(int i = 0; i < 10; i++)
  bar.Add(AsString(i), THISBACK1(ShowNumber, i));
}


void App::FileMenu(Bar& bar) { //confusing name changed from "Menu" to "File"...
 bar.Add("Enable numbers", THISBACK(EnableNumbers)).Check(numbers_enabled);
 bar.Add(numbers_enabled, "Numbers", THISBACK(SubSubMenu));
 bar.Add("Exit", THISBACK(Exit)).Key(K_CTRL_E);
}


//added No2 - your extra menu item and subItems
void App::EditMenu(Bar& bar) {
 bar.Add("EditMy_1", THISBACK(TestEdit)).Key(K_CTRL_D);
 bar.Add("Copy", THISBACK(Dummy)).Key(K_CTRL_C);
 bar.Add("Cut", THISBACK(Dummy)).Key(K_CTRL_X);
 bar.Add("Paste", THISBACK(Dummy)).Key(K_CTRL_V);
 //add more items here...
}

void App::HelpMenu(Bar& bar)
{
 bar.Add("Help", THISBACK(Dummy)).Key(K_F1);
 bar.Add("About...", THISBACK(Dummy));
}
```

```
void App::TopMenus(Bar& bar){  //row of top menu "labels" - what you see without opening
menus...
 bar.Add("File", THISBACK(FileMenu));
 bar.Add("Edit", THISBACK(EditMenu));  //added Step1 - extra menu item on Main & callback
 bar.Add("Help", THISBACK(HelpMenu));
}


App::App()
{
 //initialize your members on App creation (constructor)
 numbers_enabled = true;
 AddFrame(menu);
 menu.Set(THISBACK(TopMenus));

 //status stuff
 status.AddFrame(info1.Width(250));
 AddFrame(status.Height(25));
 info1="info1: Welcome to the Ultimate++ !";
}


GUI_APP_MAIN
{
 App().Title("Forlano Menu and Status -v1").Zoomable().Sizeable().Run();
}
```

Subject: Re: How to combine two widget-class in the topwindow
Posted by forlano on Thu, 30 Mar 2006 20:04:38 GMT
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Thank you very much!

I've done some experiment. After adding another "InfoCtrl info2" the constructor look:

```
App::App()
{
   //initialize your members on App creation (constructor)
 numbers_enabled = false;
 AddFrame(menu);
 menu.Set(THISBACK(MainBar));

 //status stuff
 AddFrame(status);
```

```
 status.AddFrame(info1.Left(200));
// status.Height(25);
 info1=" info1: Welcome to the Ultimate++ !";

 status.AddFrame(info2.Left(200));
// AddFrame(status.Height(25));
 info2=" info2: Welcome to the Ultimate++ !";
}
```

So, if I've understood, a complex interface with many classes should be merged in the constructor of the application.
I hope to be able now to add a tabbed window (with 4 pages) between the menu and the status bar.
Because each page contains several widgets I'm afraid that the final constructor of the application will become a mess.
I hope to write for each page a class and simply invoke it in order to simplify the constructor.
Perhaps I must create just a big widget to attach it somewhere in the page. In Motif this was possible. Are there example about the creation of a Widget?
(Please be patient if I said silly thing... I'm just starting)

Luigi

Subject: Re: How to combine two widget-class in the topwindow
Posted by mirek on Thu, 30 Mar 2006 20:17:05 GMT
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forlano wrote on Thu, 30 March 2006 15:04Thank you very much!

I've done some experiment. After adding another "InfoCtrl info2" the constructor look:

```
App::App()
{
   //initialize your members on App creation (constructor)
 numbers_enabled = false;
 AddFrame(menu);
 menu.Set(THISBACK(MainBar));

 //status stuff
 AddFrame(status);
 status.AddFrame(info1.Left(200));
// status.Height(25);
 info1=" info1: Welcome to the Ultimate++ !";

 status.AddFrame(info2.Left(200));
// AddFrame(status.Height(25));
```

info2=" info2: Welcome to the Ultimate++ !";
}

So, if I've understood, a complex interface with many classes should be merged in the constructor of the application.
I hope to be able now to add a tabbed window (with 4 pages) between the menu and the status bar.
Because each page contains several widgets I'm afraid that the final constructor of the application will become a mess.
I hope to write for each page a class and simply invoke it in order to simplify the constructor.
Perhaps I must create just a big widget to attach it somewhere in the page. In Motif this was possible. Are there example about the creation of a Widget?
(Please be patient if I said silly thing... I'm just starting)

Luigi

Well, to define layout of subdialog, simply use layout desinger and design them visualy. Then craate member variable for each of layout (deriving from ParentCtrl) and add those member variables as tabs.

Mirek

Subject: Re: How to combine two widget-class in the topwindow
Posted by fudadmin on Fri, 31 Mar 2006 17:17:11 GMT
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forlano wrote on Thu, 30 March 2006 21:04

1. So, if I've understood, a complex interface with many classes should be merged in the constructor of the application.
I hope to be able now to add a tabbed window (with 4 pages) between the menu and the status bar.

Because each page contains several widgets I'm afraid that the final constructor of the application will become a mess.

I hope to write for each page a class and simply invoke it in order to simplify the constructor.
Perhaps I must create just a big widget to attach it somewhere in the page. In Motif this was possible.

2. Are there example about the creation of a Widget?

3. (Please be patient if I said silly thing... I'm just starting)

Luigi

1. Complex interfaces should be more or less evenly distributed among classes and their constructors. That's why classes exists!

2. I personally know 3 main ways of creating widgets:
 2.1. As Mirek mentioned here - with Layout Designer
 2.2 Program everything yourself by hand
 2.3 Copy code from *.lay files and create your own programmed classes.
Which case you would like to discuss?

3. Don't worry about our patience! By asking questions you are helping future generations of U++ users. So, please ask more often!

Subject: Re: How to combine two widget-class in the topwindow
Posted by forlano on Fri, 31 Mar 2006 21:14:40 GMT
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fudadmin wrote on Fri, 31 March 2006 19:17
1. Complex interfaces should be more or less evenly distributed among classes and their constructors. That's why classes exists!
2. I personally know 3 main ways of creating widgets:
 2.1 As Mirek mentioned here - with Layout Designer
 2.2 Program everything yourself by hand
 2.3 Copy code from *.lay files and create your own programmed classes.
Which case you would like to discuss?

The package AddressBook shows how to integrate the product of the Layout Designer with the code. Unfortunately I saw strange signs like <...> , , that I do not understand yet... So points 2.1 and 2.3 cannot be discussed with me, at least not in the immediate future.

Fortunatly remains another possibility, 2.2. It should be the most general approach although at the cost to write more code lines... but I'm ready.

The current problem is to put between the menubar and the status bar a group of 4 tab pages. Each of them will contain other widgets. I've inquired the available documentation and the code example to get useful advices but both AddressBook and theIde packages use layout files. So I do not know how to let appear some thing that could resemble a tabbed window. Nevertheless I tried many weird things like that below good to open a window but without tabs.
Any advices for a minimalist approach as the example below? After that something will appear I will try to merge it with the menu and status bar and then start to fill each tab.
Thank you,
Luigi

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

GUI_APP_MAIN
```

```
{
    TopWindow w;
    TabCtrl tab0, tab1;

    //AddFrame(tab0);
 w.Add(tab0, "one");
 w.Add(tab1, "two");
 w.Run();
}
```

Subject: Re: How to combine two widget-class in the topwindow
Posted by fudadmin on Fri, 31 Mar 2006 21:40:28 GMT
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forlano wrote on Fri, 31 March 2006 22:14
The current problem is to put between the menubar and the status bar a group of 4 tab pages.
Each of them will contain other widgets.

did you mean this?:

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

GUI_APP_MAIN
{
 TopWindow w;
 TabCtrl tabs;
 w.Add(tabs.SizePos()); //fills all available space...
 tabs.Add("one");
 tabs.Add("two");
 tabs.Add("three");
 //add more accordingly or create in a a loop...

 w.Run();
}
```

Subject: Re: How to combine two widget-class in the topwindow
Posted by forlano on Fri, 31 Mar 2006 21:52:21 GMT
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fudadmin wrote on Fri, 31 March 2006 23:40
did you mean this?:

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

GUI_APP_MAIN
{
```

```
 TopWindow w;
 TabCtrl tabs;
 w.Add(tabs.SizePos()); //fills all available space...
 tabs.Add("one");
 tabs.Add("two");
 tabs.Add("three");
 //add more accordingly or create in a a loop...

 w.Run();
}
```

Wonderful! I meant just it.

Subject: Re: How to combine two widget-class in the topwindow
Posted by forlano on Sat, 01 Apr 2006 10:34:03 GMT
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I've included your lines and now the constructor is the following:

```
#include <CtrlLib/CtrlLib.h>
App::App()
{
   //initialize your members on App creation (constructor)
 numbers_enabled = false;
 AddFrame(menu);
 menu.Set(THISBACK(MainBar));

 //tabs stuff
   //AddFrame(tabs); // doesn't work
 Add(tabs.SizePos()); //fills all available space...
 tabs.Add("one");
 tabs.Add("two");
 tabs.Add("three");
 tabs.Add("four");

 //status stuff
 AddFrame(status);
 status.AddFrame(info1.Left(200));
// status.Height(25);
 info1=" info1: Welcome to the Ultimate++ !";

 status.AddFrame(info2.Left(200));
// AddFrame(status.Height(25));
 info2=" info2: Welcome to the Ultimate++ !";
}
}
```

As you see I tried to use a Frame even for tabs, but I got weird things on the screen. I've not clear when the Frame should be used. May I change its look?

The next step is to fill tab "one". As test case I would like to get a simplified version of the AddressBook package (without menu) and realize a sort of widget-class. Then attach it in tab "one".
I hope to realize it in a reasonable time (I'm not going to use the designer).

Luigi

Subject: Re: How to combine two widget-class in the topwindow
Posted by fudadmin on Sat, 01 Apr 2006 12:31:14 GMT
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Here we go:

```
#include <CtrlLib/CtrlLib.h>
//tabs example- not very correct but might be usuful for learning...

//personalized tab (1 child) widget
class LuigiTab : public ParentCtrl {
 Button btn;
 DocEdit doc;
public:

 typedef LuigiTab CLASSNAME;
 LuigiTab();
 ~LuigiTab(){;}
};

LuigiTab::LuigiTab() {
 btn.SetLabel("Just Button");
 btn.SetRect(20,20,100,25);
 Add(btn);
 //I strongly recommend to learn positioning from Designer- use Ctrl-T!
 doc.LeftPosZ(30, 500).TopPosZ(50, 300);
 Add(doc);

}



//personalized tabs (many -container) widget
class LuigiTabs : public TabCtrl {
 LuigiTab tab1,tab2,tab3;
public:
```

```
 typedef LuigiTabs CLASSNAME;
 LuigiTabs();
 ~LuigiTabs(){;}
};


LuigiTabs::LuigiTabs() {
 tab1.SizePos();
 tab2.SizePos();
 tab3.SizePos();


 Add(tab1,"one");
 Add(tab2,"two");
 Add(tab3,"three");
}


//you can keep this (and more like this) class declarations in one yourApp.h file
class App : public TopWindow {
private:
 bool numbers_enabled;
 //prepare to add your widgets by declaring below...
 MenuBar      menu;
 LuigiTabs    tabs;  //inserted declaration of personalized... - see class
 StatusBar    status;
 InfoCtrl     info1;
public:
 void Exit() {Close();}

 void EnableNumbers()     {numbers_enabled = !numbers_enabled;}
 void ShowNumber(int n)   {PromptOK(AsString(n));}
 void TestEdit()          {PromptOK("fromEdit");}  //added  No3 - your func
 void Dummy()             {PromptOK("your function needs to be implemented!");}
 //useful to have one dummy function while work in progress...
 //...to fill calling "gaps"
 //add here more funcs to call from menus,,,

 //bar declarations
 void SubSubMenu(Bar& bar);
 void FileMenu(Bar& bar);
 void EditMenu(Bar& bar);
 void HelpMenu(Bar& bar);
 void TopMenus(Bar& bar);

 typedef App CLASSNAME;
```

```
 App();
};

//while all implementations below you can keep in one or more *.cpp files (split by classes)
void App::SubSubMenu(Bar& bar) {
 for(int i = 0; i < 10; i++)
  bar.Add(AsString(i), THISBACK1(ShowNumber, i));
}


void App::FileMenu(Bar& bar) { //confusing name changed from "Menu" to "File"...
 bar.Add("Enable numbers", THISBACK(EnableNumbers)).Check(numbers_enabled);
 bar.Add(numbers_enabled, "Numbers", THISBACK(SubSubMenu));
 bar.Add("Exit", THISBACK(Exit)).Key(K_CTRL_E);
}


//added No2 - your extra menu item and subItems
void App::EditMenu(Bar& bar) {
 bar.Add("EditMy_1", THISBACK(TestEdit)).Key(K_CTRL_D);
 bar.Add("Copy", THISBACK(Dummy)).Key(K_CTRL_C);
 bar.Add("Cut", THISBACK(Dummy)).Key(K_CTRL_X);
 bar.Add("Paste", THISBACK(Dummy)).Key(K_CTRL_V);
 //add more items here...
}

void App::HelpMenu(Bar& bar)
{
 bar.Add("Help", THISBACK(Dummy)).Key(K_F1);
 bar.Add("About...", THISBACK(Dummy));
}


void App::TopMenus(Bar& bar){  //row of top menu "labels" - what you see without opening
menus...
 bar.Add("File", THISBACK(FileMenu));
 bar.Add("Edit", THISBACK(EditMenu));  //added Step1 - extra menu item on Main & callback
 bar.Add("Help", THISBACK(HelpMenu));
}


App::App()
{
 //initialize your members on App creation (constructor)
 numbers_enabled = true;
 AddFrame(menu);
 menu.Set(THISBACK(TopMenus));
```

```
 //use Add not AddFrame -in most cases. use Assistant to see the return values
 Add(tabs.SizePos());

 //status stuff
 status.AddFrame(info1.Width(250));
 AddFrame(status.Height(25));
 info1="info1: Welcome to the Ultimate++ !";
}


GUI_APP_MAIN
{
 App().Title("Forlano Menu, Tabs and Status -v1").Zoomable().Sizeable().Run();
}
```

Luigi, please study this example and ask questions immediately. Don't waste your time struggling alone!...

Subject: Re: How to combine two widget-class in the topwindow
Posted by fudadmin on Sat, 01 Apr 2006 13:24:15 GMT
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Also, I would strongly recommend for you to make the design of your each tab layout and post as text here (switch to text mode with Ctrl_T in Designer). Then we could imagine what do you want to achieve.

Subject: Re: How to combine two widget-class in the topwindow
Posted by forlano on Sat, 01 Apr 2006 15:40:03 GMT
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fudadmin wrote on Sat, 01 April 2006 14:31Here we go:
[snip]
Luigi, please study this example and ask questions immediately. Don't waste your time struggling alone!...

Wow... , I'm very impressed.
I'll study the example and then use the designer. I was unaware of CTRL-T key (I opened the .lay file with a text editor).

Next time I'll post something made with the designer to show you that I am studying seriously and that your lecture are very useful.

Thanks again,
Luigi

Subject: Re: How to combine two widget-class in the topwindow
Posted by forlano on Sat, 01 Apr 2006 17:56:25 GMT
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Hello,

One more question...

I'm working with the designer, then copy and past the code as Fudadmin pointed out. It seems easy. Now I have many labels. They are all passive and show some text. I would like to declare just one label widget like this:

Label label;

and the use 'label' everywhere (I used to do so with another GUI in C). So I believed that the following code:

```
label.SetLabel(t_("Label 1"));
label.SetAlign(ALIGN_CENTER);
label.LeftPosZ(236, 48);
label.TopPosZ(96, 19);
Add(label);

label.SetLabel(t_("Label 2"));
label.SetAlign(ALIGN_CENTER);
label.LeftPosZ(136, 48);
label.TopPosZ(46, 49);
Add(label);
```

could show two labels. Instead seems that 'Label 2' override the first one. So at the end I see only 1, the last.
This means that I have to use two separate variables (object):

```
Label label, label1;
label.SetLabel(t_("Label 1"));
label.SetAlign(ALIGN_CENTER);
label.LeftPosZ(236, 48);
label.TopPosZ(96, 19);
Add(label);

label1.SetLabel(t_("Label 2"));
label1.SetAlign(ALIGN_CENTER);
label1.LeftPosZ(136, 48);
label1.TopPosZ(46, 49);
Add(label1);
```

and both appear. I would like to know if there is some trick to use the same object or I must in any case declare each object I use.

Thank you
Luigi

Subject: Re: How to combine two widget-class in the topwindow
Posted by fudadmin on Sat, 01 Apr 2006 18:27:45 GMT
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forlano wrote on Sat, 01 April 2006 18:56Hello,

One more question...

I'm working with the designer, then copy and past the code as Fudadmin pointed out. It seems easy. Now I have many labels. They are all passive and show some text. I would like to declare just one label widget like this:

Label label;

and the use 'label' everywhere (I used to do so with another GUI in C). So I believed that the following code:

```
label.SetLabel(t_("Label 1"));
label.SetAlign(ALIGN_CENTER);
label.LeftPosZ(236, 48);
label.TopPosZ(96, 19);
Add(label);

label.SetLabel(t_("Label 2"));
label.SetAlign(ALIGN_CENTER);
label.LeftPosZ(136, 48);
label.TopPosZ(46, 49);
Add(label);
```

could show two labels. Instead seems that 'Label 2' override the first one. So at the end I see only 1, the last.
This means that I have to use two separate variables (object):

```
Label label, label1;
label.SetLabel(t_("Label 1"));
label.SetAlign(ALIGN_CENTER);
label.LeftPosZ(236, 48);
```

```
label.TopPosZ(96, 19);
Add(label);

label1.SetLabel(t_("Label 2"));
label1.SetAlign(ALIGN_CENTER);
label1.LeftPosZ(136, 48);
label1.TopPosZ(46, 49);
Add(label1);
```

and both appear. I would like to know if there is some trick to use the same object or I must in any case declare each object I use.

Thank you
Luigi

Label is a class (dead description, recipe, mold, pattern set of genes, etc.).
label1, label2 etc. are class instances (real live objects like someone's children).

By declareing:
Label label1, label2;
you instanciate them or make the very begining of life.

Then you shape them.
label1 - red hair, big ears...
label2 - yellow hair, small head...
etc...

Can you imagine the same child beeing a daughter and a son, having all green and red hair at the same time?

...Unless you put some genes (methods) to do so at diferent times and positions.

E.g make a loop and make to display the same label with different params every 100ms. But this, I think, would create blinking and waste of computer power.
So maybe it's better to create a different label for different positions?

Edit:
P.S. Btw, you can use an array of labels... and calculate their positions in a loop...

Subject: Re: How to combine two widget-class in the topwindow

Posted by mirek on Sat, 01 Apr 2006 18:36:25 GMT
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Well, each label has to have its own variable (in U++, those variables are actual GUI elements, not just some info that is placed to dialog definition).

However, you can do this:

```
 Array<Label> label;
....
 labels.Add();
 label.Top().SetLabel(t_("Label 1"));
 label.Top().SetAlign(ALIGN_CENTER);
 label.Top().LeftPosZ(236, 48);
 label.Top().TopPosZ(96, 19);
 Add(label.Top());

 labels.Add();
 label.Top().SetLabel(t_("Label 2"));
 label.Top().SetAlign(ALIGN_CENTER);
 label.Top().LeftPosZ(136, 48);
 label.Top().TopPosZ(46, 49);
 Add(label.Top());
```

Mirek

Subject: Re: How to combine two widget-class in the topwindow
Posted by fudadmin on Sat, 01 Apr 2006 18:48:50 GMT
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luzr wrote on Sat, 01 April 2006 19:36Well, each label has to have its own variable (in U++, those variables are actual GUI elements, not just some info that is placed to dialog definition).

However, you can do this:

```
 Array<Label> label;
....
 labels.Add();
 label.Top().SetLabel(t_("Label 1"));
 label.Top().SetAlign(ALIGN_CENTER);
 label.Top().LeftPosZ(236, 48);
 label.Top().TopPosZ(96, 19);
 Add(label.Top());
```

```
labels.Add();
label.Top().SetLabel(t_("Label 2"));
label.Top().SetAlign(ALIGN_CENTER);
label.Top().LeftPosZ(136, 48);
label.Top().TopPosZ(46, 49);
Add(label.Top());
```

Mirek

Or, yes, like this. But in this case some strange symbols <..> come to help and instantiation of children(daughters-labels) is achieved by labels.Add() - each label is then created "inside".

Subject: Re: How to combine two widget-class in the topwindow
Posted by fudadmin on Sat, 01 Apr 2006 19:03:04 GMT
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luzr wrote on Sat, 01 April 2006 19:36Well, each label has to have its own variable (in U++, those variables are actual GUI elements, not just some info that is placed to dialog definition).

However, you can do this:

```
Array<Label> label;
....
labels.Add();
label.Top().SetLabel(t_("Label 1"));
label.Top().SetAlign(ALIGN_CENTER);
label.Top().LeftPosZ(236, 48);
label.Top().TopPosZ(96, 19);
Add(label.Top());

labels.Add();
label.Top().SetLabel(t_("Label 2"));
label.Top().SetAlign(ALIGN_CENTER);
label.Top().LeftPosZ(136, 48);
label.Top().TopPosZ(46, 49);
Add(label.Top());
```

Mirek

Btw, now I'm lost - what is labels?

Subject: Re: How to combine two widget-class in the topwindow
Posted by mirek on Sat, 01 Apr 2006 19:09:28 GMT
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fudadmin wrote on Sat, 01 April 2006 14:03luzr wrote on Sat, 01 April 2006 19:36Well, each label has to have its own variable (in U++, those variables are actual GUI elements, not just some info that is placed to dialog definition).

However, you can do this:

```
 Array<Label> label;
....
 labels.Add();
 label.Top().SetLabel(t_("Label 1"));
 label.Top().SetAlign(ALIGN_CENTER);
 label.Top().LeftPosZ(236, 48);
 label.Top().TopPosZ(96, 19);
 Add(label.Top());

 labels.Add();
 label.Top().SetLabel(t_("Label 2"));
 label.Top().SetAlign(ALIGN_CENTER);
 label.Top().LeftPosZ(136, 48);
 label.Top().TopPosZ(46, 49);
 Add(label.Top());
```

Mirek

Btw, now I'm lost - what is labels?

Ooops, should be "label".

Mirek

Subject: Re: How to combine two widget-class in the topwindow
Posted by forlano on Sun, 02 Apr 2006 08:22:19 GMT
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fudadmin wrote on Sat, 01 April 2006 20:27
Label is a class (dead description, recipe, mold, pattern set of genes, etc.).
label1, label2 etc. are class instances (real live objects like someone's children).

By declareing:
Label label1, label2;

you instanciate them or make the very begining of life.

Then you shape them.
label1 - red hair, big ears...
label2 - yellow hair, small head...
etc...

Can you imagine the same child beeing a daughter and a son, having all green and red hair at the same time?

Yes, I agree it's not confortable for the child... and maybe for the parents too .
Here is my new achievement. I used your method of copy and past from designer after CTRL+T. About Designer I will report later in the appropriate place of the forum. Below is the code I have modified being all the rest of the program remained the same.

```
//personalized tab (1 child) widget
class LuigiTab : public ParentCtrl {
 Button btnAdd, btnDel, btnClear, btnModify;
 DocEdit doc;
 LabelBox lbox;
 Label label[10];
 EditString editName, editCountry, editBirth, editNatRat,
            editNatId, editFIDEId, editFIDERat;
 DropList editTitle;
 Option tsex;
 EditInt kcoeff;
 ArrayCtrl arr;

public:

 typedef LuigiTab CLASSNAME;
 LuigiTab();
 ~LuigiTab(){;}
};

LuigiTab::LuigiTab() {

 // label
 lbox.SetLabel(t_("Edit Player")).LeftPosZ(16, 648).TopPosZ(16, 80);
 Add(lbox);

 label[0].SetLabel(t_("Name")).SetAlign(ALIGN_CENTER).LeftPosZ(28, 132).TopPosZ(32, 19);
 Add(label[0]);

 label[1].SetLabel(t_("Fed")).SetAlign(ALIGN_CENTER).LeftPosZ(168, 40).TopPosZ(32, 19);
 Add(label[1]);
```

```
label[2].SetLabel(t_("Birthday")).SetAlign(ALIGN_CENTER).LeftPosZ(208, 56).TopPosZ(32, 19);
Add(label[2]);

label[3].SetLabel(t_("Gender")).SetAlign(ALIGN_CENTER).LeftPosZ(264, 56).TopPosZ(32, 19);
Add(label[3]);

label[4].SetLabel(t_("Title")).SetAlign(ALIGN_CENTER).LeftPosZ(324, 40).TopPosZ(32, 19);
Add(label[4]);

label[5].SetLabel(t_("ID FIDE")).SetAlign(ALIGN_CENTER).LeftPosZ(380, 48).TopPosZ(32, 19);
Add(label[5]);

label[6].SetLabel(t_("Rat FIDE")).SetAlign(ALIGN_CENTER).LeftPosZ(440, 48).TopPosZ(32, 19);
Add(label[6]);

label[7].SetLabel(t_("ID Nat")).SetAlign(ALIGN_CENTER).LeftPosZ(496, 48).TopPosZ(32, 19);
Add(label[7]);

label[8].SetLabel(t_("Rat Nat")).SetAlign(ALIGN_CENTER).LeftPosZ(558, 48).TopPosZ(32, 19);
Add(label[8]);

label[9].SetLabel(t_("K")).SetAlign(ALIGN_CENTER).LeftPosZ(616, 24).TopPosZ(32, 19);
Add(label[9]);

//active widget
editName.MaxLen(25).LeftPosZ(28, 136).TopPosZ(56, 19);
Add(editName);

editCountry.MaxLen(3).LeftPosZ(172, 32).TopPosZ(56, 19);
Add(editCountry);

editNatId.MaxLen(8).LeftPosZ(496, 48).TopPosZ(56, 19);
Add(editNatId);

editBirth.MaxLen(10).LeftPosZ(212, 56).TopPosZ(56, 19);
Add(editBirth);

editFIDERat.MaxLen(8).LeftPosZ(440, 48).TopPosZ(56, 19);
Add(editFIDERat);

tsex.SetLabel(t_("Male")).LeftPosZ(280, 42).TopPosZ(56, 20);
Add(tsex);

editTitle.DisplayAll(true).LeftPosZ(328, 42).TopPosZ(56, 20);
Add(editTitle);

editFIDEId.MaxLen(8).LeftPosZ(380, 48).TopPosZ(56, 19);
```

```
 Add(editFIDEId);

 editNatRat.MaxLen(8).LeftPosZ(554, 56).TopPosZ(56, 19);
 Add(editNatRat);

 kcoeff.Min(0).Max(100).LeftPosZ(620, 24).TopPosZ(56, 19);
 Add(kcoeff);

   // button
 btnAdd.SetLabel(t_("Add Player")).LeftPosZ(24, 96).TopPosZ(116, 24);
 Add(btnAdd);

 btnModify.SetLabel(t_("Modify Player")).LeftPosZ(148, 96).TopPosZ(116, 24);
 Add(btnModify);

 btnDel.SetLabel(t_("Delete Player")).LeftPosZ(56, 96).TopPosZ(328, 24);
 Add(btnDel);

 btnClear.SetLabel(t_("Clear Data")).LeftPosZ(284, 96).TopPosZ(116, 24);
 Add(btnClear);

 // array ctrl
 arr.Moving(true).Removing(true).AppendLine(true).Inserting(true).LeftPosZ(16,
648).TopPosZ(172, 148);
 Add(arr);

 arr.AddColumn("Name");
 arr.AddColumn("Fed");
 arr.AddColumn("Birthday");
 arr.AddColumn("Gender");
 arr.AddColumn("Title");
 arr.AddColumn("ID FIDE");
 arr.AddColumn("Rat FIDE");
 arr.AddColumn("ID Nat");
 arr.AddColumn("Rat Nat");
 arr.AddColumn("K");
 arr.AddColumn("Available");
```

At the moment this class is instancied in each tab while I want it stays only in tab 1. I believe I must realize a different class for each tab like:
class LuigiTab1 : public ParentCtrl // tab 1
class LuigiTab2 : public ParentCtrl // tab 2
class LuigiTab3 : public ParentCtrl // tab 3

and then create an instance for each of them.

I need to add data to the drop list button. Unfortunatly I have no example in the documentation

and I do not know how to do.

In the coloumn available of the arrayctrl I would like to have a chekbox (checked means available, and unchecked unavailable). Any suggestion?

In the addressbook package there is an example similar to what I want to do: simply fill the fields and then push the data in then arrayctrl. This is my next task.

The geometry of the whole tab is not perfect but now it is important to learn how to dispatch the data between the object and how to retrieve them. The beauty can wait.
Thank you,

Luigi

Subject: Re: How to combine two widget-class in the topwindow
Posted by fudadmin on Sun, 02 Apr 2006 10:39:13 GMT
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P.S Luigi, I've started a new topic "Forlano tabs...". Post all your follow up questions there, please.
