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Subject: Multiple Layouts

Posted by [jady](#) on Wed, 21 Sep 2011 17:48:30 GMT

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I'm not able to find any tutorials or information on what I'm trying to accomplish. If I've missed it, please link me to it.

I'd like to have multiple layouts and switch between them using buttons. I saw the example applications doing it for tabs, but I can't figure out how to apply this to buttons.

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Subject: Re: Multiple Layouts

Posted by [mirek](#) on Wed, 21 Sep 2011 18:11:58 GMT

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jady wrote on Wed, 21 September 2011 13:48 I'm not able to find any tutorials or information on what I'm trying to accomplish. If I've missed it, please link me to it.

I'd like to have multiple layouts and switch between them using buttons. I saw the example applications doing it for tabs, but I can't figure out how to apply this to buttons.

Realize the layout on ParentCtrl, Add all such ParentCtrls to your main dialog, then hide/show these ParentCtrls upon Button push.

Something like:

```
struct MyDlg : TopWindow {
    WithSubDlg1Layout<ParentCtrl> subdlg1;
    WithSubDlg2Layout<ParentCtrl> subdlg2;

    void Show1() { subdlg1.Show(); subdlg2.Hide(); }
    void Show2() { subdlg1.Hide(); subdlg2.Show(); }

    Button b1, b2; // Placing buttons is omitted

    typedef MyDlg CLASSNAME;

    MyDlg() {
        CtrlLayout(subdlg1);
        CtrlLayout(subdlg2);
        Add(subdlg1.SizePos());
        Add(subdlg2.SizePos());
        b1 <<= THISBACK(Show1);
        b2 <<= THISBACK(Show2);
        Show1();
    }
}
```

```
};
```

There are many variations to this theme and some more things to fix (e.g. focus), but I guess this is enough to get the idea.

Layout is nothing magical, that With\* template only creates structure with all widgets defined in Layout (except those without the type) and CtrlLayout call only setups positions and attributes.

Mirek

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