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Subject: How to change the ZOrder of childcontrols at runtime?

Posted by [slashupp](#) on Sat, 03 Mar 2012 09:07:37 GMT

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I have a window with dynamically created childcontrols on it.  
Some of them overlap and I want to bring the bottom one to the top.  
How do I do this?

[edit]

What I found that works is to `removechild()` and then `add()` again,  
but this does not seem right. What is the correct way?

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Subject: Re: How to change the ZOrder of childcontrols at runtime?

Posted by [mirek](#) on Sat, 03 Mar 2012 10:29:59 GMT

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slashupp wrote on Sat, 03 March 2012 04:07 I have a window with dynamically created  
childcontrols on it.

Some of them overlap and I want to bring the bottom one to the top.  
How do I do this?

[edit]

What I found that works is to `removechild()` and then `add()` again,  
but this does not seem right. What is the correct way?

Well, it is a correct way.

You are however not required to `removechild` first and in fact it is better not to do so (U++ can  
optimize the process if parent does not change, eventual focus stays).

Also note there is 'insafter' parameter to `AddChild` and there is also `AddChildBefore` method.

Anyway, plain simple serie of 'Add' for all child widgets in order you need should work just fine.

Or to bring any widget on top, just Add it again.

Mirek

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Subject: Re: How to change the ZOrder of childcontrols at runtime?

Posted by [slashupp](#) on Sat, 03 Mar 2012 10:50:24 GMT

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Thanks mirek

Just to double-check:

Will Add(myctrl) add it to the window only once regardless of how many times I call it?

Seems with upp that the moment I start to look for a complex way to do something, I'm doing it wrong

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Subject: Re: How to change the ZOrder of childcontrols at runtime?

Posted by [mirek](#) on Sat, 03 Mar 2012 12:59:47 GMT

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slashupp wrote on Sat, 03 March 2012 05:50Thanks mirek

Just to double-check:

Will Add(myctrl) add it to the window only once regardless of how many times I call it?

Uhm, depend on how you define "add it". The effect is more or less same as remove/add pair (except details). "myctrl" is just one entity, it cannot be somewhere "twice". Add has inside logic that makes sure it is properly removed from previous location.

Note: You can even Add(myctrl) to other window, effectively moving it from one window to other.

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