
Subject: Multi Layout App

Posted by [nejnadusho](#) on Sun, 14 Oct 2012 03:43:34 GMT

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Hi,

I am obviously a newbie and am attempting to create GUI of an app.

I have read many posts on the forum on the topic of multi layouts on a single window.

However, I still have no understanding of how the magic of using many layouts on a single window happens.

Would anyone please!?!?!?

Is there one kind person that can post an actual working code and include the full content of the .lay, .cpp, and, .h, where at least two layouts are being used for example swapped/switched in a clicking event or anything like that?

And if hopefully there is a person that does dare to attempt the above please let Non of the names of the layouts be anything like the .lay file's name or project's name or .cpp file's name.

Thank you very much for your time.

Best,

Subject: Re: Multi Layout App

Posted by [nejnadusho](#) on Mon, 15 Oct 2012 16:21:40 GMT

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OK I already have the following code. In fact I had it before the first post.

Now I thought that one that might help would want to see some effort.

I have tried all kinds of stuff out of the forums and tutorials cant make it work yet.

.h File

```
#ifndef _SProject_SProject_h
#define _SProject_SProject_h
```

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

```
using namespace Upp;
```

```
#define LAYOUTFILE <SProject/SProject.lay>
```

```
#include <CtrlCore/lay.h>
```

```
class SProject : public WithSProjectLayout<TopWindow> {
```

```
public:
```

```
    typedef SProject CLASSNAME;
```

```
    SProject();
```

```
};
```

```
#endif
```

.cpp File

```
#include "SProject.h"
```

```
SProject::SProject()
```

```
{
```

```
    CtrlLayout(*this, "Window title");
```

```
    Sizeable().Zoomable();
```

```
}
```

```
GUI_APP_MAIN
```

```
{
```

```
    SProject().Run();
```

```
}
```

.lay File

```

LAYOUT(SProjectLayout, 704, 524)
  ITEM(Button, loginButton,
  SetLabel(t_("LoginButton\\aLogin")).SetFont(StdFontZ(18).Bold().Italic()).SetFrame(FieldFrame()).
  LeftPosZ(304, 104).TopPosZ(420, 32))
  ITEM(EditField, LoginTextBox,
  MaxChars(18).SetFont(StdFontZ(14)).SetFrame(FieldFrame()).WantFocus(false).LeftPosZ(268,
  168).TopPosZ(292, 28))
  ITEM(Label, usernameBox, SetLabel(t_("\UsernameBoxLabel\\aUsername
  ")).SetFont(StdFontZ(12).Italic()).LeftPosZ(268, 164).TopPosZ(296, 21))

  Solution")).SetFont(SansSerifZ(20).Bold()).LeftPosZ(192, 332).TopPosZ(104, 36))
  ITEM(StaticText, dv___4,
  SetText(t_("Welcome")).SetAlign(ALIGN_CENTER).SetFont(SansSerifZ(20).Bold()).LeftPosZ(184
  , 332).TopPosZ(64, 19))
  ITEM(StaticText, dv___5,
  SetText(t_("to")).SetAlign(ALIGN_CENTER).SetFont(SansSerifZ(20).Bold()).LeftPosZ(332,
  40).TopPosZ(84, 19))
  ITEM(EditField, dv___6, SetFrame(FieldFrame()).WantFocus(false).LeftPosZ(268,
  168).TopPosZ(324, 27))
  ITEM(Label, passwordBox,
  SetLabel(t_("Password")).SetFont(StdFontZ(12).Italic()).LeftPosZ(268, 125).TopPosZ(328, 21))
END_LAYOUT

LAYOUT(Page1, 400, 200)
  ITEM(Button, Button1,
  SetLabel(t_("Back")).SetFont(StdFont().Bold()).SetFrame(FieldFrame()).LeftPosZ(160,
  56).TopPosZ(96, 15))
END_LAYOUT

```

How can I do the trick to display the Page1 layout when I click the 'Login' Button and display back the SProjectLayout when I click the 'Back' button.

Again I have been looking at alot of posts and tutorials etc. there is no clear description or at least I cannot grasp it.

Please add the 2-3-4 lines of code for the .h and.cpp files that will make this scenario work.

Thank you a lot.

nejnio

File Attachments

1) [twoLayouts.png](#), downloaded 555 times

Subject: Re: Multi Layout App
Posted by [dolik.rce](#) on Mon, 15 Oct 2012 17:54:05 GMT
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Hi nejnio

While it is possible to switch layouts in a running application, it is not something you would really need very often. In most cases, yours included, it is much easier to just use two windows. It is fairly easy to coordinate them in such way, that only one is visible at any time. E.g.:

```
struct Logged :  
public WithTestLayout2<TopWindow> {  
    typedef Logged CLASSNAME;  
  
    Logged() {  
        Title("Logged in").Sizeable();  
        CtrlLayout(*this);  
        back <=<= THISBACK(Close);  
    }  
};  
  
struct App : public WithTestLayout<TopWindow> {  
    typedef App CLASSNAME;  
  
    void Login(){  
        Hide();  
        Logged().Execute();  
        Show();  
    }  
  
    App() {  
        Title("Test").Sizeable();  
        CtrlLayout(*this);  
        login <=<= THISBACK(Login);  
    }  
};  
  
GUI_APP_MAIN{  
    App().Run();  
};(Full source is included in the attachment.)
```

Best regards,
Honza

File Attachments

1) [guitest.zip](#), downloaded 218 times

Subject: Re: Multi Layout App
Posted by [mirek](#) on Mon, 15 Oct 2012 18:58:45 GMT

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dolik.rce wrote on Mon, 15 October 2012 13:54

While it is possible to switch layouts in a running application, it is not something you would really need very often.

Anyway, it IS possible:

[http://www.ultimatepp.org/reference\\$SetLayout\\$en-us.html](http://www.ultimatepp.org/reference$SetLayout$en-us.html)

Mirek

Subject: Re: Multi Layout App

Posted by [BioBytes](#) on Mon, 15 Oct 2012 19:41:12 GMT

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Hello all friends,

Just to add I agree with Honza: I prefer to build 2 different windows for better controlling the development and making the source code easier to handle.

Regards

Biobytes

Subject: Re: Multi Layout App

Posted by [dolik.rce](#) on Mon, 15 Oct 2012 20:28:15 GMT

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mirek wrote on Mon, 15 October 2012 20:58dolik.rce wrote on Mon, 15 October 2012 13:54

While it is possible to switch layouts in a running application, it is not something you would really need very often.

Anyway, it IS possible:

[http://www.ultimatepp.org/reference\\$SetLayout\\$en-us.html](http://www.ultimatepp.org/reference$SetLayout$en-us.html)

Mirek

I know, I already used it in past... I just wanted to point out that it is usually better to re-think the problem, as there is very little problems that really require this

Honza

Subject: Re: Multi Layout App
Posted by [nejnadusho](#) on Mon, 29 Oct 2012 22:48:10 GMT
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Honza,

Thank you very much for your help once again.

nejnio
