
Subject: example SetLayout question

Posted by [nmg01](#) on Thu, 01 Nov 2012 11:41:39 GMT

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Hello guys.

I am the absolute U++ begginer and i'm trying to understand some things. I used only MFC previously and U++ is totaly new for me.

I need to figure out some basic things.

For example, in SetLayout sample:

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

using namespace Upp;

#define LAYOUTFILE <SetLayout/SetLayout.lay>
#include <CtrlCore/lay.h>

class MyApp : public WithLayout1<TopWindow> {
public:
    void Layout1() { [b]SetLayout_Layout1(*this)[/b]; }
    void Layout2() { [b]SetLayout_Layout2(*this)[/b]; }

    typedef MyApp CLASSNAME;

    MyApp()
    {
        CtrlLayout(*this, "Window title");
        layout1 <<= THISBACK(Layout1);
        layout2 <<= THISBACK(Layout2);
    }
};

GUI_APP_MAIN
{
    MyApp().Run();
}
```

Where does the two functions SetLayout_Layout1() and SetLayout_Layout2() came from ? I suspect they are members of some class, but which one ?

Subject: Re: example SetLayout question

Posted by [dolik.rce](#) on Thu, 01 Nov 2012 13:02:24 GMT

Hi nmg01,

Welcome to U++

These are global template functions automatically generated from the .lay file. They are always called "SetLayout_" + <actual layout name>, see CtrlCore/lay.h if you are interested in the dirty details

Best regards,
Honza
