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Subject: multiple controls on a splitter side

Posted by [crydev](#) on Thu, 06 Dec 2012 10:33:12 GMT

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I have a splitter which contains an arrayctrl on the left side. Now I would like to place a custom ctrl with a fixed height(not resizable) above the arrayctrl. Say the custom ctrl has a height of 100, and the arrayctrl takes the rest. When I resize the window, the arrayctrl should be resized, and the custom ctrl should remain its height. In .NET this is the standard control docking. However, I looked over the U++ docking component, but this clearly is not what I am looking for. I also took a look at SetMin function of Splitter, but there is no SetMax equivalent that could suit my needs.

How should I solve this?

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Subject: Re: multiple controls on a splitter side

Posted by [dolik.rce](#) on Thu, 06 Dec 2012 11:12:50 GMT

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crydev wrote on Thu, 06 December 2012 11:33I have a splitter which contains an arrayctrl on the left side. Now I would like to place a custom ctrl with a fixed height(not resizable) above the arrayctrl. Say the custom ctrl has a height of 100, and the arrayctrl takes the rest. When I resize the window, the arrayctrl should be resized, and the custom ctrl should remain its height. In .NET this is the standard control docking. However, I looked over the U++ docking component, but this clearly is not what I am looking for. I also took a look at SetMin function of Splitter, but there is no SetMax equivalent that could suit my needs.

How should I solve this?

Hi crydev,

You can use ParentCtrl to achieve both having multiple Ctrls in one splitter cell and having them independently sized. Here is a simple example:#include <CtrlLib/CtrlLib.h>

```
using namespace Upp;
```

```
struct App : TopWindow {
    Splitter s;
    Button b;
    LineEdit e;
    ParentCtrl p;

    App() {
        b.SetLabel("some button");
        p.Add(b.HSizePos().TopPosZ(0,30));
        s.Vert(p, e);
        Add(s.SizePos());
    }
};
```

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

Best regards,  
Honza

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Subject: Re: multiple controls on a splitter side  
Posted by [crydev](#) on Fri, 07 Dec 2012 07:57:30 GMT  
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Thanks a lot Honza, I got this working now. I used the following code:

Custom Ctrl:

```
*this  
<< mDesc.SetLabel("Press ENTER to Search...").LeftPosZ(5, 120).TopPosZ(5, 30)  
<< mSearchQuery.HSizePosZ(130, 10).TopPosZ(10, 20)  
;
```

Main form code file:

```
ParentCtrl mMovieCtrlHolder;  
mMovieCtrlHolder  
<< mSearchCtrl.HSizePos().TopPosZ(0, 35) // custom ctrl  
<< mMovieList.HSizePos().VSizePosZ(35, 0) // ArrayCtrl  
;  
  
// splitter.horz( add parentctrl to splitter with other ctrls... );
```

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