
Subject: Modified Controls4U demo

Posted by [deep](#) on Tue, 14 Apr 2015 14:19:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello,

I required to have different layouts displayed in same right side area based on selection from left panel.

I have attached the files.

Based on selection from ColumnList from left I replace the layout in RightPanel.

I am using switch case to display selected function.

How to create array of the functions so that I can run function in right panel based on selection index. Like I have done it for bottom display. Then no need of switch case.

File Attachments

1) [Controls4U_Demo.7z](#), downloaded 477 times

Subject: Re: Modified Controls4U demo

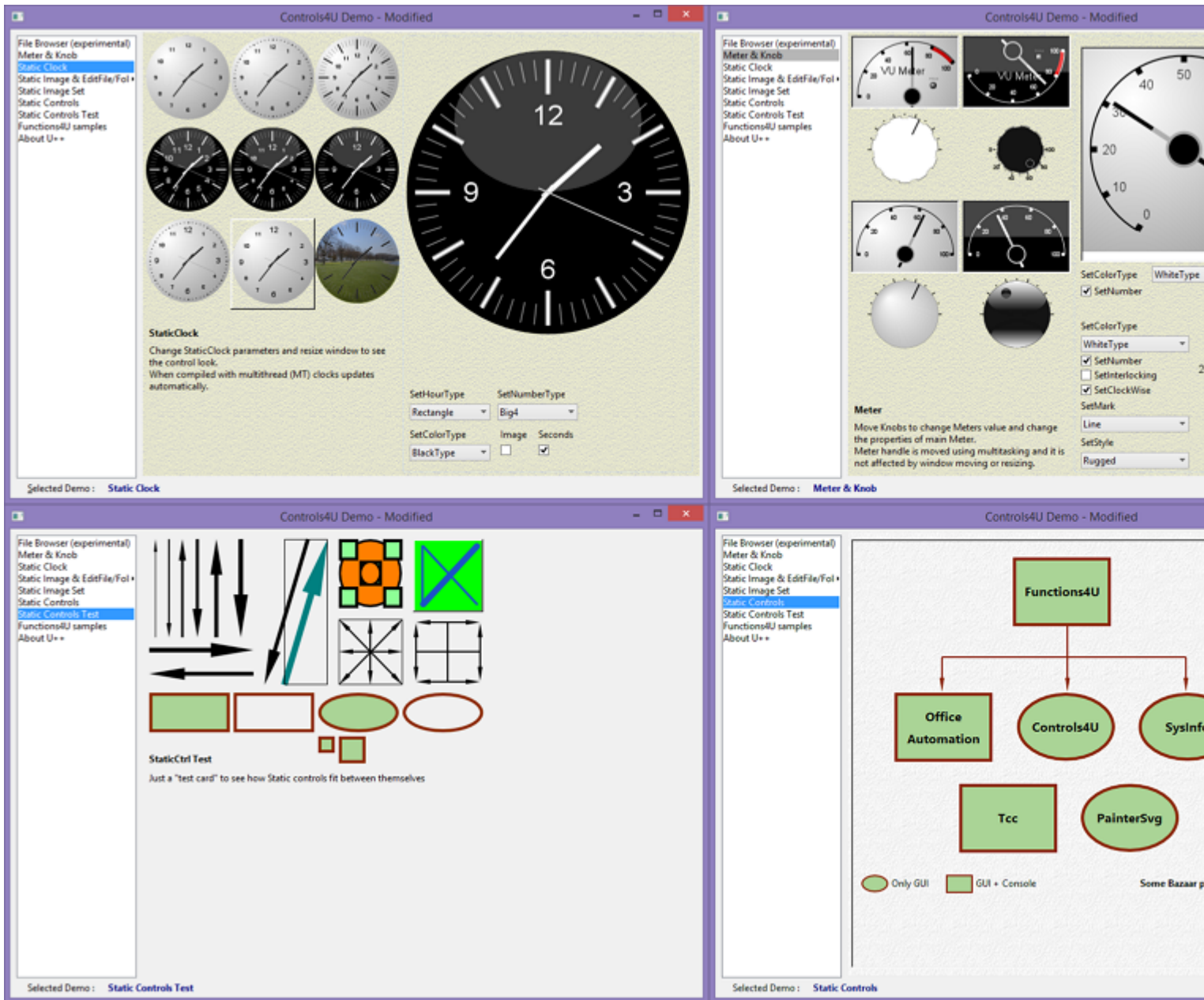
Posted by [deep](#) on Wed, 15 Apr 2015 08:15:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Image of the program

File Attachments

1) [Image3.png](#), downloaded 932 times



Subject: Re: Modified Controls4U demo
 Posted by [koldo](#) on Wed, 15 Apr 2015 08:28:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Deep

Now Controls4U_demo is updated following your suggestions.

Subject: Re: Modified Controls4U demo

Posted by [deep](#) on Wed, 15 Apr 2015 14:03:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello Koldo,

I was not expecting change in demo itself.

I wanted to achieve something like this and I chose your demo for quick check.

Your demo has come out well. ctrl.Hide(), ctrl.Show() is new Discovery for me.

I checked the new demo.

I have small suggestion.

```
for (int i = 0; i < controls.GetCount(); ++i) {
    rect.Add(controls[i]->SizePos());
    controls[i]->Hide();
}
```

```
void Controls4U_Demo::OnGridSel() {
    static int last = 0 ;
    int row = grid.GetCursor();
```

```
    controls[last]->Hide();
    controls[row]->Show();
    last = row ;
}
```

Subject: Re: Modified Controls4U demo

Posted by [koldo](#) on Thu, 16 Apr 2015 07:33:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello Deepak

Oh yes, your option is smarter, mine is more naïve
