
Subject: How and where to set position when using layouts?

Posted by [frozen](#) on Thu, 15 Oct 2015 20:08:03 GMT

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Hi!

I am a bit confused.

I have used layouts for everything.

There is the main window with a splitter inserted via layout.

And then there are two other layouts, containing some widgets.

Inside the constructor of the app I have:

```
MainSplitter.Horz ( tabbasic.SizePos(), ErgebnisGrid.SizePos() );  
MainSplitter.SetPos ( MainSplitter.ClientToPos ( tabbasic.GetLayoutSize() ), 0 );
```

I hoped this would place the splitter control in a way that the small tabbasic is completely visible without giving it more place than needed and leaving the rest for ErgebnisGrid.

But this doesn't work.

I finally came up with some sort of solution by setting the position like this:

```
void MyApp::Layout()  
{  
    MainSplitter.SetPos ( MainSplitter.ClientToPos ( tabbasic.GetLayoutSize() ), 0 );  
}
```

This works fine. But if you minimize the app and then maximize it again, it's all painted black. Trying TopWindow::Layout(); or anything else doesn't help..

Any ideas? Is there something rather obvious that I am missing?

Thank you very much!

Kind regards,

frozen

Subject: Re: How and where to set position when using layouts?

Posted by [frozen](#) on Fri, 16 Oct 2015 12:09:52 GMT

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I created a testcase.

If you compile and run it as it is now it shows the desired layout but turns black on minimize followed by maximize.

If you comment out line 11 in SplitterTest.h (#define overwritelayout) you will see the layout I do not want - but minimizing and maximizing work fine..

System is Win7.

I hope this makes it easier to understand, what I mean.

Thanks!

File Attachments

1) [SplitterTest.zip](#), downloaded 386 times
