
Subject: dynamic scatterDraw in a GUI

Posted by [danMalta](#) on Mon, 07 Dec 2015 09:06:13 GMT

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Hello!

I have a question - is there a way to dynamically attach and remove scatter widgets from a given window or layout?

I mean, I have a layout with an empty space in it, and at some point I would like to add 2 scatter's (scatterDraw/scatterCtrl)

to it, and maybe some other times I would like to add 6 scatter's to it, and remove their predecessor's.

Is it possible?

Thank's,

Dan.

Subject: Re: dynamic scatterDraw in a GUI

Posted by [mirek](#) on Mon, 07 Dec 2015 09:16:21 GMT

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I have moved topic as the very same rules apply to any widget that you want to create dynamically.

Sure, why not.

There are several strategies how to do that.

I guess the most straightforward way is to

- mark the are of Layout that you want to fill with widgets with ParentCtrl
- have "Array<ScatterCtrl> list", or perhaps just "Array<Ctrl> list" to store the current list of widgets you want to add to dialog
- then just to reconfigure, list.Clear and list.Add or list.Create widgets, add them as children of that ParentCtrl with proper coordinates

Look here for inspiration:

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

Subject: Re: dynamic scatterDraw in a GUI

Posted by [danMalta](#) on Mon, 07 Dec 2015 09:44:05 GMT

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Thank you for the quick answer and example link!
