
Subject: Re: Attempting to get a canvas to display...
Posted by [omari](#) on Mon, 20 Mar 2017 21:59:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

the canvas overwrites the displayed layout because both are in the same frame.
if you want separate them, you can use Splitter:

```
class UppApp : public WithUppAppLayout<TopWindow>
{

public:
    typedef UppApp CLASSNAME;
    UppApp();

    void displayMessage ( String s );

private:
    DrawCanvas canvas;
    WithButtonLayout<ParentCtrl> buttonPanel;
    Splitter splitter; // <-----

};

UppApp::UppApp()
{
    CtrlLayout ( *this, "UppApp" );

    CtrlLayout ( buttonPanel );

    buttonPanel.aBtn << THISBACK1 ( displayMessage, "A" );
    buttonPanel.bBtn << THISBACK1 ( displayMessage, "B" );
    buttonPanel.cBtn << THISBACK1 ( displayMessage, "C" );

    Add(splitter); // <-----
    splitter.Horz(buttonPanel,canvas); // <-----
    BackPaint();
}
```

for more information, you can try this examples :
SplitterFrame
Splitter
Frame
