
Subject: new behaviour of Splitter 608-dev2

Posted by [forlano](#) on Wed, 30 Aug 2006 22:37:51 GMT

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Hello,

with this code (always the same)

```
VegaMain::VegaMain()
{
    CtrlLayout(*this, VERSION);
    spls.Vert();
    spls.SetPos(8500);
    spls.Vert(tabs, consoleFrame); // <<<<<!!!!
    SetBars();
    SetTabs();
    Init();
    BackPaint();
    this->WhenClose = THISBACK(Exit); // prevent the closure
}
```

I get the following picture

The splitter split the area in two equal regions. With 608-dev1 and before instead the bottom part (consoleFrame) was only 15% of the total area and this was what I wanted. I'm trying to play with logical coordinate to reduce the consoleFrame area but without success. Any suggestion?

Luigi

File Attachments

1) [sincro_18.png](#), downloaded 3590 times

Vega 5.0.8 U++ version

File Extras Report Help

Players Archive Round Manager Output

Edit Player

Player Name Fed Birthday Gender Title ID FIDE RAT FIDE ID Nat Rat Nat K

ID	Name	Fed	Birthday	G	Title	ID FIDE	Rtg FIDE	ID Nat	Rtg Nat	K	Status

Time	Tourname	System	Round	Total - Avail - Bye	Action	Status
08/31/2006 00:24:	...	...	0	0 - 0 - 0	Hello!	Open or Create a tournament!

Subject: Re: new behaviour of Splitter 608-dev2
 Posted by [mirek](#) on Thu, 31 Aug 2006 18:29:25 GMT
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Quick fix: Put SetPos after Vert(...).

Anyway, should work even as it is. Investigating...

Mirek

Subject: Re: new behaviour of Splitter 608-dev2

Posted by [forlano](#) on Thu, 31 Aug 2006 18:34:09 GMT

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luzr wrote on Thu, 31 August 2006 20:29 Quick fix: Put SetPos after Vert(...).

Anyway, should work even as it is. Investigating...

Mirek

It works!

Thank you,

Luigi
