

Frame Displays?

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Hello,

I am trying to find a solution in MFC to impliment 'frames' on a dialog, as I have one dialog that will need to contain several major sets of edits, checkboxes etc and I need to be able to show just 1 of them at a time, hiding all others.

It would be most helpful if someone knew of a Dialog-Designer based method of doing this, as it would help me see the exact design of it previously, and perhaps incorporate them with their own classes, then place them onto an owner dialog.

Any information regarding if this is possible, and now, would be appreciated.

- MR