4.2.2 Panels

Panels are used to group controls together. An embossed rectangle is drawn around all controls contained within the panel. If the panel is given a name, it will be displayed in the upper-left of the rectangle. Panels may be nested.

![Panel with name](image1)

![Panel without name](image2)

![Two nested panels](image3)

**add_panel, add_panel_to_panel**

Adds a new panel to a GLUI window, optionally nested within another panel.

**Usage**

```c
GLUI_Panel *GLUI::add_panel( char *name,
   int type = GLUI_PANEL_EMBOSSED );
```

```c
GLUI_Panel *GLUI::add_panel_to_panel( GLUI_Panel *panel, char *name,
   int type = GLUI_PANEL_EMBOSSED );
```

- **name** - Label to display in the panel. If string is empty, no label is displayed.
- **type** - How to draw the panel. The options are:
  - `GLUI_PANEL_EMBOSSED` - Draw the panel as a sunken box (default)
  - `GLUI_PANEL_RAISED` - Draw as a raised box. Name is not displayed.
  - `GLUI_PANEL_NONE` - Does not draw a box. Use this for organizing controls into groups without surrounding them with a box.
  - `GLUI_PANEL_MENUBAR` - Similar to `GLUI_PANEL_NONE`, but with reduced margins. Best type to build a menu bar.

- **panel** - Existing panel to nest new panel in.

**Returns:** Pointer to a new panel control.

**get_mainpanel**

Gets the main panel of a GLUI window, so that some of its properties could be changed, like its type.

**Usage**

```c
GLUI_Panel *GLUI::get_mainpanel( void );
```

**Returns:** Pointer to the GLUI window or subwindow main panel control.