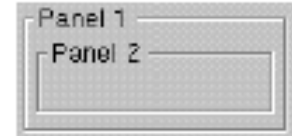## 4.2.2 Panels

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

Panel without name

Two nested panels

add_panel, add_panel_to_panel

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

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

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

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