
Subject: MinSize and ParentCtrl

Posted by [mrjt](#) on Mon, 11 Feb 2008 11:11:00 GMT

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I know I've mentioned this before, but this is still really bugging me. I honestly believe that it would be a substantial improvement if ParentCtrl had SetMinSize functionality as in TopWindow:

```
struct ParentCtrl : public Ctrl {  
    virtual Rect  GetVoidRect();  
    virtual Size  GetStdSize() const;  
  
    virtual void SetMinSize(Size sz) { minsize = sz; }  
    virtual Size GetMinSize() const { return IsNull(minsize) ? Ctrl::GetMinSize() : minsize; }
```

```
    ParentCtrl();  
private:  
    Size minsize;  
};  
(StaticCtrl.h)  
Rect ParentCtrl::GetVoidRect()  
{  
    return GetSize();  
}
```

```
Size ParentCtrl::GetStdSize() const  
{  
    return GetMinSize();  
}
```

```
ParentCtrl::ParentCtrl()  
{  
    NoWantFocus();  
    Transparent();  
    minsize = Null;  
}(Static.cpp)
```

If not a modified ParentCtrl, can we at least have a different Ctrl with this functionality in CtrlLib please (MinSizeCtrl or LayoutCtrl)? I'm getting tired of adding it myself

Subject: Re: MinSize and ParentCtrl

Posted by [mirek](#) on Thu, 14 Feb 2008 19:53:29 GMT

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[quote title=mrjt wrote on Mon, 11 February 2008 06:11]I know I've mentioned this before, but this is still really bugging me. I honestly believe that it would be a substantial improvement if ParentCtrl had SetMinSize functionality as in TopWindow:

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```
ParentCtrl();
```

```
private:
```

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Size minsize;
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```
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(StaticCtrl.h)
```

```
Rect ParentCtrl::GetVoidRect()
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```
return GetSize();
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Size ParentCtrl::GetStdSize() const
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ParentCtrl::ParentCtrl()
```

```
{
```

```
NoWantFocus();
```

```
Transparent();
```

```
minsize = Null;
```

```
}(Static.cpp)
```

If not a modified ParentCtrl, can we at least have a different Ctrl with this functionality in CtrlLib please (MinSizeCtrl or LayoutCtrl)?

OK. Please check whether I have done some bug adopting it to my tasted a little:

```
class ParentCtrl : public Ctrl {
```

```
Size minsize;
```

```
public:
```

```
virtual Rect GetVoidRect();
```

```
virtual Size GetStdSize() const;
```

```
virtual Size GetMinSize() const;
```

```
void SetMinSize(Size sz) { minsize = sz; }
```

```
ParentCtrl();
```

```
};
```

```
Rect ParentCtrl::GetVoidRect()
```

```
{
```

```
return GetSize();
```

```

}

Size ParentCtrl::GetStdSize() const
{
    return GetMinSize();
}

Size ParentCtrl::GetMinSize() const
{
    return IsNull(minsize) ? Ctrl::GetMinSize() : minsize;
}

ParentCtrl::ParentCtrl()
{
    NoWantFocus();
    Transparent();
    minsize = Null;
}

```

Quote:I'm getting tired of adding it myself

BTW:

```

template<class T>
class WithMinSize {
    Size minsize;

public:
    void SetMinSize(Size sz) { minsize = sz; }

    virtual Size GetMinSize() const { return IsNull(minsize) ? Ctrl::GetMinSize() : minsize; }

    WithMinSize() { minsize = Null; }
};

```

Mirek

Subject: Re: MinSize and ParentCtrl
 Posted by [mrjt](#) on Mon, 18 Feb 2008 09:50:33 GMT
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No bugs. Thanks.

Quote:BTW:

The issue isn't really having to do it in lots of places (I already have a template), but that there is nothing in CtrlLib that does it. This makes distributing sample code that used it more difficult, and I thought it should be available anyway. Specifically this is necessary for custom layout code that include Layout templates, but can be useful in many other situations.

Thanks again.

James
