Subject: Missing Functions for Layouter
Posted by Zardos on Wed, 25 Jul 2007 08:34:14 GMT
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Hello,

because I'm more productive if I use layout manager and automatic gui layouting functions instead of moving widgets on the screen I started to programm some simple layouting stuff.

But soon I ran into problems. What I would need is a "GetOptSize()" functions for controls. This function should return the "optimum size" of a control. For example for a button it should take into account:

the used font
the label
the image
default margin

... Because there is nothing like a GetOptSize() for Ctrls I started to make my own outside of the class like this:

```
Size GetOptSize(Ctrl &c) {
 Button *b = dynamic_cast<Button *>(&c);
 if(b) {
  Size s;

  s = GetTLTextSize(WString(b->GetDesc()), StdFont());
  s.cx += GUI_MARGIN * 2;

  return s;
 } else
  return c.GetStdSize();
}
```

... well not nice, but it should work.

What I'm really missing are a function to get the used font for ctrls and for buttons a GetImage:

If I would start adding the following functions to button (and other controls):

GetFont();
GetImage();

...and create a patch would you accept it?

Or even better would you like to have a "virtual GetOptSize()" for Ctrls?

Or do you have any other suggestions?

- Ralf