
Subject: Re: Splitter and SetMin strange behavior
Posted by [mirek](#) on Thu, 20 Sep 2007 20:25:03 GMT
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Well, I hope it is fixed now (with SetMinPixels).

Quick fix:

```
class Splitter : public Ctrl {
public:
    virtual void    Layout();
    virtual void    Paint(Draw& draw);
    virtual void    MouseMove(Point p, dword keyflags);
    virtual void    LeftDown(Point p, dword keyflags);
    virtual void    LeftUp(Point p, dword keyflags);
    virtual Image    CursorImage(Point p, dword keyflags);
    virtual void    Serialize(Stream& s);

protected:
    Vector<int> pos;
    Vector<int> mins;
    Vector<int> minpx;
    int        width;
    int        style;
    int        mouseindex;
    bool        vert;
    int        inset;

    int        ClientToPos(Point client) const;
    int        PosToClient(int pos) const;
    int        FindIndex(Point client) const;
    int        GetChildCount() const;
    int        GetMins(int i) const;

public:
    void        Set(Ctrl& l, Ctrl& r);

    Splitter& SetPos(int newpos, int index = 0);
    int        GetPos(int index = 0) const        { return index < pos.GetCount() ? pos[index] : 10000; }

    int        GetCount() const                    { return GetChildCount(); }

    void        Zoom(int i);
    void        NoZoom()                            { Zoom(-1); }
    int        GetZoom() const                      { return style; }

    void        SetMin(int i, int w)                { mins.At(i, 0) = w; }
```

```

void    SetMinPixels(int i, int w)        { minpx.At(i, 0) = w; }

void    Add(Ctrl& pane);
Splitter& operator<<(Ctrl& pane)        { Add(pane); return *this; }

Splitter& Vert(Ctrl& top, Ctrl& bottom);
Splitter& Horz(Ctrl& left, Ctrl& right);
Splitter& Vert()                        { vert = true; Layout(); return *this; }
Splitter& Horz()                        { vert = false; Layout(); return *this; }
Splitter& BarWidth(int w);
bool    IsHorz() const                  { return !vert; }
bool    IsVert() const                  { return vert; }

void    Clear();
void    Reset();

Splitter();
virtual ~Splitter();
};

```

```

int Splitter::GetMins(int i) const
{
    int min1 = (i < mins.GetCount() ? mins[i] : 0);
    int min2 = 0;
    int cx = GetSize().cx;
    if(cx)
        min2 = (i < minpx.GetCount() ? minpx[i] : 0) * 10000 / cx;
    return max(min1, min2);
}

```

```

Splitter& Splitter::SetPos(int p, int i) {
    int l = (i > 0 && i - 1 < pos.GetCount() ? pos[i - 1] : 0) + GetMins(i);
    int h = (i + 1 < pos.GetCount() ? pos[i + 1] : 10000) - GetMins(i + 1);
    pos.At(i) = minmax(p, l, h);
    Layout();
    return *this;
}

```

Mirek
