Subject: Re: Minor bug: TopWindow::GetStdSize()
Posted by mrjt on Fri, 05 Oct 2007 12:54:23 GMT

Also...

It would very helpful if ParentCtrl supported SetMinSize properly (ie. not with an empty template like other controls). Otherwise there is no way of telling how large a layout is.

```
struct ParentCtrl : public Ctrl {
 virtual Rect   GetVoidRect();

 ParentCtrl();

 virtual void SetMinSize(Size sz) { minsize = sz; }
 virtual Size GetMinSize() const  { return minsize; }
private:
 Size        minsize;
};
```

All of this stuff may seem somewhat trivial, but one of the things that is difficult in Upp is creating gerneric container widgets of any sort, simply because there is often no way of guessing how large a control should be in a layout.

With a few small changes this could be made much easier.

Cheers,
James