
Subject: Re: Minor bug: TopWindow::GetStdSize()
Posted by [mirek](#) on Sun, 07 Oct 2007 17:33:21 GMT
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mrjt wrote on Fri, 05 October 2007 08:54Also...

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 generic 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

I am not too sure, considering that you would need this for some layout management scheme, that such attribute is really a good idea.

I believe that such size should be in fact a result of the whole layout machinery somehow. This perhaps not really different from the size of the whole dialog and I believe that sizing the dialog based on the size of its children is the point.... so perhaps something similar should be used for ParentCtrl too...
