
Subject: Re: MinSize and ParentCtrl

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

[View Forum Message](#) <> [Reply to Message](#)

[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:

```
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)?

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; }
};

```

