
Subject: Re: Images in menus causing enormous padding

Posted by [mirek](#) on Wed, 05 Mar 2008 16:39:21 GMT

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Thanks, a bug. Fix:

CtrlLib/MenuItem.cpp 302

```
Size MenuItem::GetMinSize() const
{
    Size sz1 = GetTextSize(text, font);
    Size sz2(0, 0);
    if(accel) {
        sz2 = GetTextSize(GetKeyDesc(accel), font);
        sz2.cx += 12;
    }
    Size lsz = min(maxiconsize, licon.GetSize());
    Size rsz = ricon.GetSize();
    return AddFrameSize(Size(max(lsz.cx, leftgap) + sz1.cx + max(sz2.cx, (rsz.cx ? 16 : 0))
        + max(rsz.cx, 16) + textgap + 10,
        max(max(lsz.cy, rsz.cy) + 4, sz1.cy + 6)));
}
```

Note: U++ reduces the size of icons, it is intentional. You can adjust the minimal size using `MenuBar::MaxIconSize`. Using "INT_MAX" here is OK too

Mirek