
Subject: Re: Need wider SpinButton -- How?
Posted by [cbpporter](#) on Sat, 15 Mar 2008 07:49:49 GMT
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The required API is not missing. Rather than adding such API directly to the interface, U++ uses Chameleon Styles.

If you want to change the width of the spin buttons in the entire application, use something like this at an early point in the applications runtime (in an initialization step or if only one window, in the window constructor):

```
SpinButtons::Style& style = SpinButtons::StyleDefault().Write();  
style.width = 40;
```

Now all spin buttons will have the given width.

If you only want to change some of the spin buttons, declare:

```
SpinButtons::Style style;  
somewhere where it will not go out of scope before the control you want to modify and use:
```

```
style = SpinButtons::StyleDefault();  
style.width = 40;  
spin.SetStyle(style);
```

BUG:

I just noticed that the lower button in the spin control has some chameleon skin tiling issues only visible when it's height is larger than usual. This is only a visual bug and will try to solve it later today.
