
Subject: Re: DropList in Toolbar
Posted by [mrjt](#) on Thu, 11 Dec 2008 09:38:21 GMT
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Well, this is partly your mistake and partly a Upp bug.

Your mistake:

When you addCtrls to a Toolbar it manages the layout internally and you just tell it a size. Instead of:

`bar.Add(dl.HSizePos().TopPos(5, Ctrl::STDSIZE));` You use:

`bar.Add(dl, dl.StdSize());` And you can change the `StdSize()` to `Size(100, 20)` or whatever.

The Upp bug:

The `StdSize()` shouldn't be necessary, as the default size used should be at least more-or-less correct. The problem is that the default Add function in `CtrlLib/Bar.h`:

```
void Add(Ctrl& ctrl)          { AddCtrl(&ctrl, ctrl.GetMinSize()); } Should be using  
StdSize():
```

```
void Add(Ctrl& ctrl)          { AddCtrl(&ctrl, ctrl.GetStdSize()); } In most cases this makes  
no difference, but for DropList it does.
```

Additionally `DropList::GetMinSize()` is clearly too small.
