Subject: Re: Modifying AddressBookXML2
Posted by koldo on Sun, 16 Aug 2009 14:12:24 GMT
View Forum Message <> Reply to Message

Hello ksingh

Quote:On a related matter, how does one make the whole dialog resizable?

Add a Sizeable(); in the window constructor:

AddressBook::AddressBook()
{
 ...
 menu.Set(THISBACK(MainMenu));
 Sizeable();
}

And in the layout editor change the "springs" with "rods" by clicking the "spring" with the left button where it makes sense. I mean:

This way the control width-height will follow window size making it really resizable.

Best regards
Koldo

File Attachments
1) Dib.PNG, downloaded 730 times

Page 1 of 1 ---- Generated from   U++ Forum