Subject: Re: how to get Text Size from controls like EditString?
Posted by fudadmin on Mon, 10 Apr 2006 16:55:04 GMT
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Just some more thoughts...
Now I want to find a way to set

valuesize=???
editor.SetMinSize(valuesize);

(would be good automatically after char enter or Action...)
without Paint and Draw...

maybe editor.GetCaret could be used...?
or GetStringCx - is for length? if not, why there is no GetStringCy...?

or get display from editor and to use like in TreeCtrl:

return display ? display->GetStdSize(value) : StdDisplay().GetStdSize(value);

...
(because TreeCtrl uses)

m.ctrl->GetMinSize();