Subject: Re: how to get Text Size from controls like EditString?
Posted by fudadmin on Tue, 11 Apr 2006 11:18:03 GMT

luzr wrote on Tue, 11 April 2006 09:13fudadmin wrote on Mon, 10 April 2006 22:31luzr wrote on Mon, 10 April 2006 08:22
3. Ok, that would solve that, would not it? I am sorry, not until now I have seen that that F2 feature in IE resizes editfield.... BTW, it is pretty fuzzy bussines....

Mirek

I did it.
Edit: P.S. Why is it fuzzy?

Well, see HOW it gets resized... It grows when you type characters in, but the size is limited by the size of "view".

However, when you get the text scrolled, size is defined just by the part after the "scrollpoint", so if you delete them, it gets smaller than it would need to be to show the whole text. Quite weird

Mirek

I think it's more weird when Ultimate++ TreeCtrl doesn't have any editing capabilities... and users have to spend enormous amount of time searching for simple simple methods ...

ok, this is a piece of code for it

```
Size NodeEditor::GetMinFitSize()  //todo: other fonts and displays
{
 Size sz = StdDisplay().GetStdSize(GetData());
 sz += Size(2 * 4, 2 * 3); //adding some margins...
 return sz;
}
```


BTW, it's possible to make the view to grow or grow Edit vertically, too.