
Subject: Splitter::SetMinPixels() bug+fix
Posted by [Tom1](#) on Mon, 21 Dec 2009 12:11:00 GMT
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Hi,

Splitter::SetMinPixels() fails set the minimum control size correctly in pixels when the splitter is configured to work in vertical mode. The fixed Splitter::GetMins() correcting the problem is here:

```
int Splitter::GetMins(int i) const
{
    int min1 = (i < mins.GetCount() ? mins[i] : 0);
    int min2 = 0;
    int cx = IsVert()?GetSize().cy:GetSize().cx;
    if(cx)
        min2 = (i < minpx.GetCount() ? minpx[i] : 0) * 10000 / cx;
    return max(min1, min2);
}
```

Best regards,

Tom
