Subject: Grid helper
Posted by dolik.rce on Thu, 30 Dec 2010 16:38:02 GMT
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In the past I ran quite a few times into situation where I needed to position several Ctrls into a rectangular grid. Doing this correctly (so that everything is scaled properly when resizing etc.) is a nightmare. So I decided to write a helper Ctrl called Grid (do not confuse with GridCtrl), which does all the dirty work.

The basic idea is that Grid gives you a x*y equidistant ParentCtrls, that are resized and positioned as necessary, so you don't have to care about that. Inside these ParentCtrls you can put any Ctrls you want (zero or more). The interesting parts of interface look like this: Grid();
Grid(int x,int y);
Grid& SetSize(int x,int y);
Grid& SetXSize(int x);
Grid& SetYSize(int y);
Grid& SetColor(class Color color);
Grid& ShowGrid(bool show=true);
Grid& NoGrid()
ParentCtrl& Get(int x,int y);
Instead of grid.Get(x,y), you can also use grid[x][y].

The attached archive includes the Grid class, .usc file and simple example app (see the screenshot in next post).

Best regards,
Honza

PS: I am aware that ArrayCtrl or GridCtrl could do the same job, but I believe that in many cases it would be overkill...

File Attachments

1) Grid.zip, downloaded 469 times