Subject: FrameAddSize(Size& sz) really needed?
Posted by Werner on Sun, 11 Jun 2006 10:35:47 GMT

I can't see the point in using FrameAddSize(Size& sz).

Sure - the syntactical need for it is obvious because CtrlFrame::FrameAddSize(Size& sz) is a pure virtual function. If you don't define it in your derived class the compiler complains.

But where is the semantical need for it? Calling FrameLayout(Rect& r) calculates the new size of the view but lets the size of the control unchanged. FrameAddSize(Size& sz) is to compute the new size of the control. But this is unchanged, or is it?

This raises the following questions:

In which case is FrameAddSize(Size& sz) called by Ultimate++'s framework?
Or do I need to call it myself? If so: When?

Does it make sense to define and use FrameLayout(Rect& r) without semantically defining FrameAddSize(Size& sz)?

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