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Subject: Re: FrameAddSize(Size& sz) really needed?

Posted by [Werner](#) on Sun, 11 Jun 2006 20:52:31 GMT

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luzr wrote on Sun, 11 June 2006 21:07: Is is required because sometimes you need to get the Size of Ctrl based on its view size.

(If you want to know when, try FindInFiles in uppsrc

Mirek

Well, I once again tried FindInFiles (Indeed, I already did it before posting .) I learned that you always use FrameLayout in combination with FrameAddSize. And in principle I recognize that "sometimes you need to get the Size of Ctrl based on its view size". But I still can't figure out in which cases you do need it. As far as I grasp I should look for a piece of code querying the size of the control. But I don't understand which precise expression to look for .

So I don't know if I need FrameAddSize for my own frames. But of course I can write "FrameAddSize(Size& sz) {}" and just observe what happens .

Werner

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