Subject: Re: FrameAddSize(Size& sz) really needed?
Posted by mirek on Wed, 14 Jun 2006 15:45:09 GMT
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Werner wrote on Wed, 14 June 2006 09:52luzr wrote on Mon, 12 June 2006 18:48Well, as I said before, it is not needed until some situation expects the right value....

One of such situations is e.g. when creating TopWindow with layout

```
MyWin::MyWin()
{
  SetFrame(MyFrame);
  CtrlLayout(*this, "");
}
```

Now try to make MyFrame quite thick (e.g. 50 pixels) and do not implement AddFrameSize.

Mirek

Yes!

CtrlLayout calls AddFrameSize ...

```
template <class T>                           // In TopWindow.h
void CtrlLayout(T& ctrl)
{
 InitLayout(ctrl, ctrl, ctrl, ctrl);
 Size sz = ctrl.AddFrameSize(T::GetLayoutSize());
 ctrl.SetMinSize(sz);
 ctrl.SetRect(sz);
}
```


... and AddFrameSize in turn calls FrameAddSize ...

```
Size Ctrl::AddFrameSize(int cx, int cy) const          // In CtrlPos.cpp
{
 Size sz = Size(cx, cy);
 for(int i = frame.GetCount() - 1; i >= 0; i--)
  frame[i].frame->FrameAddSize(sz);
 return sz;
}
```

Sorry for the inconvenience!

Werner

Do not worry, keep digging.

Actually, AddFrameSize is really rarely used and in fact was added years after Frame interface first emerged to provide clean solution to similar corner-cases...

Mirek