
Subject: Re: ButtonHeight limited by StdFont in ArrayCtrl

Posted by [mirek](#) on Fri, 27 Nov 2015 15:50:48 GMT

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You have not defined the position/size of widget, means it was left in 'default' (also, you can improve your style around `One::Create` :)

```
void MakePlus(One<Ctrl>& ctrl)
{
    Button& b = ctrl.Create<Button>();
    b.WantFocus(false);
    b.SetStyle(*no_style);
    b.SetImage(Img::plus());
    b.SizePos();
}
```