
Subject: Re: Getting the width of a layout?
Posted by [cbpporter](#) on Wed, 29 Mar 2017 07:33:06 GMT
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When you see:

```
WithButtonLayout<ParentCtrl> buttonPanel;
```

Read instead:

```
ParentCtrl buttonPanel;
```

ParentCtrl is still the class of buttonPanel. Adding WithButtonLayout does not change the base class of your item. All it does is add a new set of fields and the CtrlLayout method so that you can apply the layout you designed to it.

So you can use the standard methods to get position and sizes.

The online documentation here is kind of lacking:

[http://www.ultimatepp.org/srcdoc\\$CtrlCore\\$LogPos\\$en-us.html](http://www.ultimatepp.org/srcdoc$CtrlCore$LogPos$en-us.html)

But you can read the documentation for these functions from Ctrl:

```
Ctrl&    LeftPos(int a, int size = STDSIZE);  
Ctrl&    RightPos(int a, int size = STDSIZE);  
Ctrl&    TopPos(int a, int size = STDSIZE);  
Ctrl&    BottomPos(int a, int size = STDSIZE);  
Ctrl&    HSizePos(int a = 0, int b = 0);  
Ctrl&    VSizePos(int a = 0, int b = 0);  
Ctrl&    SizePos();  
Ctrl&    HCenterPos(int size = STDSIZE, int delta = 0);  
Ctrl&    VCenterPos(int size = STDSIZE, int delta = 0);
```

```
Ctrl&    LeftPosZ(int a, int size = STDSIZE);  
Ctrl&    RightPosZ(int a, int size = STDSIZE);  
Ctrl&    TopPosZ(int a, int size = STDSIZE);  
Ctrl&    BottomPosZ(int a, int size = STDSIZE);  
Ctrl&    HSizePosZ(int a = 0, int b = 0);  
Ctrl&    VSizePosZ(int a = 0, int b = 0);  
Ctrl&    HCenterPosZ(int size = STDSIZE, int delta = 0);  
Ctrl&    VCenterPosZ(int size = STDSIZE, int delta = 0);
```

```
Rect     GetRect() const;  
Rect     GetScreenRect() const;
```

```
Rect     GetView() const;  
Rect     GetScreenView() const;  
Size     GetSize() const;
```

So GetRect should allow you to determine the size of your layout.
