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

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.