Subject: BUGFIX: Prompt() Does not correct size buttons
Posted by aroman on Wed, 23 Aug 2006 09:18:57 GMT
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When specifying my own button labels, Prompt() does not correctly size the buttons for long text. For example, try this:

```
#include <CtrlLib/CtrlLib.h>

GUI_APP_MAIN
{
  Prompt("See the text overflow?",Null,
         "The buttons aren't big enough",
         "This is the first button",
         "This is the second button",
         "This is the third button");
}
```

The patch is simply to test for the button sizes:

```
Index: CtrlLib/Prompt.cpp
===================================================================
--- CtrlLib/Prompt.cpp (revision 32)
+++ CtrlLib/Prompt.cpp (working copy)
@@ -23,6 +23,9 @@
  qtfctrl.SetQTF(String("[G1 ") + qtf, GetRichTextStdScreenZoom());
  int bcy = Ctrl::VertLayoutZoom(24);
  int bcx = Ctrl::HorzLayoutZoom(72);
+ if (button1) bcx = max( 6*fcy + GetTextSize(button1,Draw::GetStdFont()).cx, bcx );
+ if (button2) bcx = max( 6*fcy + GetTextSize(button2,Draw::GetStdFont()).cx, bcx );
+ if (button3) bcx = max( 6*fcy + GetTextSize(button3,Draw::GetStdFont()).cx, bcx );
  Size bsz = icon.GetStdSize();
  if(cx == 0) {
   cx = qtfctrl.GetWidth();
```