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Subject: Size of TopWindow is different then the size I set for it

Posted by [rafiwui](#) on Fri, 23 Jun 2017 13:58:21 GMT

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When I wanted to add some buttons to a window I encountered a problem:  
They were not fully visible. I added them depending on the size returned by  
TopWindow::GetSize() so I thought they should fit.  
Can someone tell me why the TopWindow is not in the size I gave him?

Here is an example code snippet that should produce the problem properly:

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

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{  
    TopWindow app;  
    app.SetRect(0, 0, 500, 200);  
  
    Button button1;  
    // Button 1 should be centered and with a bit of space on both sides and a bit of space to  
    // the top  
    button1.SetLabel("Test Button 1").LeftPosZ(10, 480).TopPosZ(10, 80);  
  
    Button button2;  
    // Button 2 should be centered and with a bit of space on both sides and a bit of space to  
    // the bottom. This time the size is measured from the size of the TopWindow and not  
    // hardcoded  
    button2.SetLabel("Test Button 2").LeftPosZ(10, app.GetSize().cx - 20).TopPosZ(110, 80);  
  
    app.Add(button1);  
    app.Add(button2);  
  
    app.Run();  
}
```

And to be safe I added an image how the window looks when you run the code.

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### File Attachments

1) [UppProblem.PNG](#), downloaded 324 times

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