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 View Forum Message <> Reply to Message

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
{
Top\//indow.opp:

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
hutton 4 Oath ab al("Test Dutton 4") haftDas7(40, 400) Ten Das7(40, 90).

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 hutten 2 SetLah al/"Test Butten 2") haftBasZ(40, and CatDirac() are 20) TenDasZ(440, 20)

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 237 times
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