Subject: [Closed] Get size and position of widget
Posted by rafiwui on Wed, 13 Sep 2017 07:05:37 GMT
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I try to write an auto resizing app and so I need to know how to get the position and size of all widgets correct, because the solution I worked out has kind of a bug/problem:

This is how it looks

This is how it should look
And here is the Layout file:

```
LAYOUT(TestSimpleLayout, 400, 200)
 ITEM(Clock, m_widget, LeftPosZ(16, 368).TopPosZ(20, 156))
END_LAYOUT
```

The code of the resizing is shown here:

```
void TestWindow::Layout()
{
 float sizeXChange = (float)GetSize().cx / (float)m_startSize.cx;
 float sizeYChange = (float)GetSize().cy / (float)m_startSize.cy;

 Ctrl* child = GetFirstChild();
 while(child != NULL)
 {
  String temp;
  temp << child->GetSize().cx << " | " << child->GetSize().cy;
  temp << " @ " << child->GetRect().TopLeft().x << " | " << child->GetRect().TopLeft().y;
  Title(temp);

  child->LeftPosZ(child->GetRect().TopLeft().x * sizeXChange, child->GetSize().cx *
sizeXChange);
  child->TopPosZ(child->GetRect().TopLeft().y * sizeYChange, child->GetSize().cy *
sizeYChange);

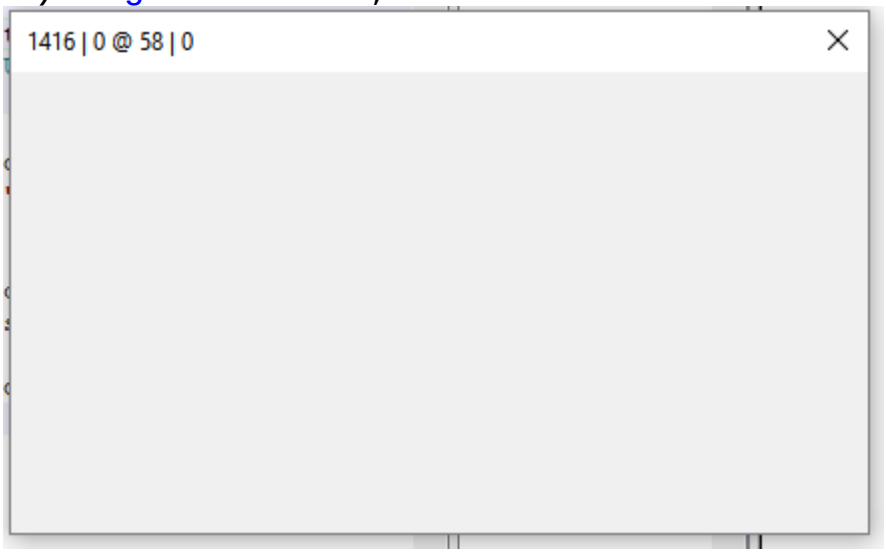
  child = child->GetNext();
 }
}
```

So like you can see there is sth wrong with the size/position gathering because it is sth completely different to the values I set in the layout file.

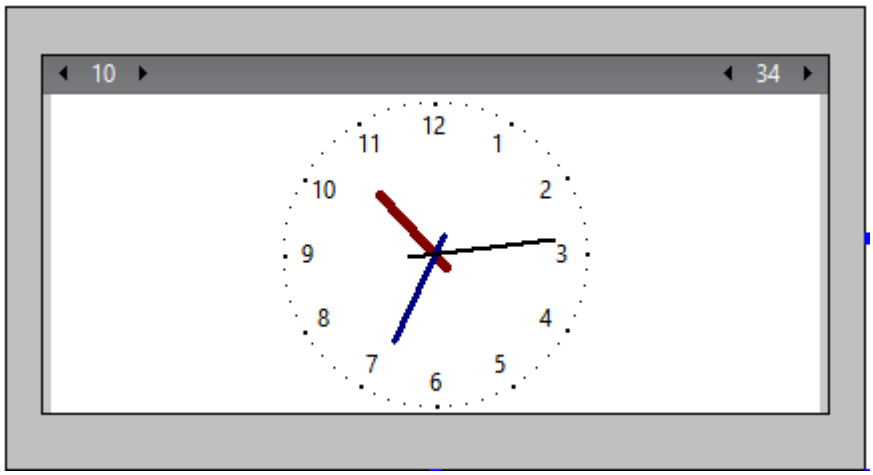
I will add the complete testprogram as well if you want to check it out.

File Attachments

1) Bugtester.PNG, downloaded 888 times



2) Bugtester2.PNG, downloaded 928 times



3) Bugtester.7z, downloaded 387 times
