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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.

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## File Attachments

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- 1) [Bugtester.PNG](#), downloaded 592 times
  - 2) [Bugtester2.PNG](#), downloaded 658 times
  - 3) [Bugtester.7z](#), downloaded 318 times
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