
Subject: Re: [Feature request] Relative positioning
Posted by [rafiwui](#) on Wed, 13 Sep 2017 13:49:07 GMT
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I finished my work on my AutoResizer. So if anyone wants to use it simply include and inherit from AutoResizeTopWindow instead of TopWindow.
So here is the solution I came up with:

```
#ifndef _AutoResizeTopWindow_h_
#define _AutoResizeTopWindow_h_

#include <CtrlLib/CtrlLib.h>
using namespace Upp;

class AutoResizeTopWindow : public TopWindow
{
public:
    virtual void Layout()
    {
        Size currentSize = GetSize();
        if(firstSizing)
            startSize = currentSize;

        float sizeXChange = (float)currentSize.cx / (float)startSize.cx;
        float sizeYChange = (float)currentSize.cy / (float)startSize.cy;

        Ctrl* pChild = GetFirstChild();
        for(int i = 0; pChild != NULL; i++)
        {
            if(firstSizing)
                startRects.Add(pChild->GetRect());

            float rectLeft = startRects[i].left * sizeXChange;
            float rectTop = startRects[i].top * sizeYChange;
            float rectSizeX = startRects[i].Width() * sizeXChange;
            float rectSizeY = startRects[i].Height() * sizeYChange;

            pChild->SetRect(rectLeft, rectTop,
                rectSizeX, rectSizeY);

            pChild = pChild->GetNext();
        }
        firstSizing = false;
    }

private:
    bool firstSizing = true;
    Size startSize;
```

```
Vector<Rect> startRects;  
};  
  
#endif
```

File Attachments

1) [AutoResizeTopWindow.h](#), downloaded 55 times
