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

Posted by [mirek](#) on Mon, 16 Oct 2017 08:56:05 GMT

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I see...

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

```
using namespace Upp;
```

```
#define LAYOUTFILE <GuiTest/test.lay>
```

```
#include <CtrlCore/lay.h>
```

```
struct MyApp : WithTestLayout<TopWindow> {  
    MenuBar bar;
```

```
    MyApp() {  
        AddFrame(bar);  
        bar.Set([=](Bar& bar) {  
            bar.Sub("File", [=](Bar& bar) {  
                bar.Add("Exit", [=] {  
                    Break();  
                });  
            });  
        });  
        CtrlLayout(*this);  
    }  
};
```

```
GUI_APP_MAIN {  
    MyApp().Execute();  
}
```

Note that it is important to call CtrlLayout AFTER adding menu as CtrlLayout actually adds frame dimensions to the whole requested window size.
