Subject: Re: Size of TopWindow is different then the size I set for it
Posted by rafiwui on Mon, 16 Oct 2017 10:08:27 GMT
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It seems to work a bit. When I place CtrlLayout at the end it seems that there is a slightly bigger view area. But I faced another problem because I call it like this:

```
TestWindow::TestWindow()
{
 //CtrlLayout(*this);
 Sizeable(true);
 Title("Testing");
 SetRect(0, 0, Zx(400), Zy(200));

 // Create menu bar
 AddFrame(m_menuBar);
 m_menuBar.Set(THISBACK(OnMenuBar));

 CtrlLayout(*this);
}
```

Doing it with this code still leads to a bit of a cut at the bottom of the view area. Even though the layout has the exact same size as the SetRect method is given.


```
TestWindow::TestWindow()
{
 //CtrlLayout(*this);
 Sizeable(true);
 Title("Testing");
 //SetRect(0, 0, Zx(400), Zy(200));

 // Create menu bar
 AddFrame(m_menuBar);
 m_menuBar.Set(THISBACK(OnMenuBar));

 CtrlLayout(*this);
}
```

Commenting out SetRect leads to not displaying anything but the empty view area. This is kind of strange so I would appreciate if you have any idea.

I also added the whole package as an attachment if you need further information of my code.

EDIT: Oh never mind I just remembered that I faced this problem before. It is caused by the AutoResizer because if you don't set a size at the beginning explicitly it has no original size to work with because TopWindow is instantiated with a size of 0 or similiar. Guess I have to rethink some stuff.

File Attachments

1) Testing.7z, downloaded 294 times