Subject: Re: Register a callback on "when window resized"? Posted by xrysf03 on Mon, 25 Nov 2019 21:14:18 GMT

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Oh, excellent, it appears to work :) Well kind of.

It works if I just resize the window in "normal size" mode.

For some reason, it doesn't work when I maximize the window. Actually it does seem to re-calculate the density of the MajorUnit grid for the maximized size, but the denser grid only gets applied after I "un-maximize" the window again - at which point the grid is already too dense :) So it kind of "lags one step behind". Even if I finish it off by Ctrl::ProcessEvents() .

I have noticed that the TopWindow indeed has the Layout() method, and of course my main window inherits from that class (or some template around it), so I just added the overridden method to my existing class. (I did not need to inherit from ScatterCtrl and swap my own class into the visual layout.) A snippet of my example code follows:

```
class my_main_window : public Withmy_main_windowLayout<TopWindow> {

[...misc stuff...]

//Event<> WhenLayout; // not even necessary
void Layout() override

{

// first and foremost, do whatever you need to

// with all the widgets (resize etc)
Withmy_main_windowLayout<TopWindow>::Layout();

// and then finally, mess with the ScatterCtrl
set_chart_grid();

Chart1.Refresh(); // doesn't make a difference
Ctrl::ProcessEvents(); // doesn't make a difference?

//PromptOK("hello there"); // DOES make a difference?

}
```

The "misbehavior" upon maximize is fairly consistent. I've tried adding a Chart1.Refresh() and/or Ctrl::ProcessEvents(), tried swapping the order of set_chart_grid() and the call to the upstream version of the Layout() method, I've also tried without calling the upstream version, to no avail. The only moment when the ScatterCtrl did reflect the desired changes "upon main window maximize", was when I also inserted some PromptOK("hello there") at the end of my overridden version of Layout().

It's curious, but I don't mind if that's just the way it is - as soon as I run my method that fetches

some data from the back-end and displays them (which gets started by clicking a GUI button), the grid with appropriate spacing gets displayed in the ScatterCtrl Chart1.

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