Subject: Re: How to resize an ImageCtrl to fit the Image?
Posted by James Thomas on Tue, 10 Oct 2006 10:41:45 GMT

Ah ha! I don't think I'd quite understood how logical positions worked. LogC members a & b are similar to position and size but relative to the anchor, except when SizePos is used, correct?

Basically the code I was looking for is this:
```
  Size sz = ctrl.AddFrameSize(img->GetSize());

  // Resize ctrl
  Ctrl::LogPos p = ctrl.GetPos();
  p.x.SetB(sz.cx);
  p.y.SetB(sz.cy);
  ctrl.SetPos(p);
```
I realise this won't work for all cases, but it's good enough for now.

I really should have seen this straight away but I haven't written a GUI in anything that does layouts like this before so it took a while for me to clock it. It's always the simple things in U++ that get me stuck.

Thanks for your patience