Subject: DropList STDFONT size changing after Drawn on screen
Posted by devilsclaw on Thu, 20 Apr 2023 16:06:47 GMT
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So I have dynamic elements in my UI and when I select a option button it changes what is in a DropList.

Based off the content of the DropList I resize it.

Before the TopWindow is displayed on screen the STDFONT on my systems height is 13. Once it is displayed the STDFONT height is 11, which also affect the width

Why would the height change once the windows is displayed? it makes it impossible to actually calculate the width of something.

```
int egui_width(Upp::Font f, const char* s, size_t length, int minsize) {
  int width = 0;
  for(int i = 0; i < length; i++) {
    width += f[s[i]];
  }
  if(minsize > -1 && width < minsize) {
    width = minsize;
  }
  return Upp::DPI(width);
}

int egui_width(Upp::Font f, Upp::String s, int minsize) {
  return egui_width(f, s, s.GetCount(), minsize);
}

int egui_width(Upp::DropList& c, int minsize) {
  Upp::Font f = c.GetPreeditFont();
  int width = 0;
  for(int i = 0; i < c.GetCount(); i++) {
    int twidth = egui_width(f, c.GetValue(i));
    if(twidth > width) {
      width = twidth;
    }
  }

  width += Upp::DPI(c.GetMinSize().cx);
  width += Upp::DPI(24);

  if(minsize > -1 && width < Upp::DPI(minsize)) {
    width = Upp::DPI(minsize);
  }
```

```
  return width;
}
```