
Subject: Re: Issue with SplitterFrame

Posted by [victorb](#) on Wed, 21 Mar 2007 22:12:59 GMT

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Mirek,

I have just sync'ed with uvs and it seems that the MinSize / SizeMin does not fully work as expected.

The issue is when the window is resized. There sizemin is not taken into account and you can still reduce to a lower value. Now when you press the splitter again... it jumps to where it should be.

The fix is as simple as adding one line:

```
void SplitterFrame::FrameLayout(Rect& r) {  
..  
..  
..  
    size = minmax(size, minsize, maxsize);  
}
```

Note that you still have to set the parent size to something > minsize+sizemin if you don't want to go below minsize when resizing the parent.
