
Subject: Re: Issue with SplitterFrame

Posted by [victorb](#) on Thu, 22 Mar 2007 21:53:53 GMT

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Mirek,

In fact minmax should be added before the switch{}

The function below seems to be finally working fine:

```
void SplitterFrame::FrameLayout(Rect& r)
{
    Rect rr = r;
    maxsize = max(0, (type == LEFT || type == RIGHT ? r.GetWidth() : r.GetHeight()) - sizemin);
    size = minmax(size, minsize, maxsize);
    switch(type) {
    case LEFT:
        r.left += size;
        rr.right = r.left;
        break;
    case RIGHT:
        r.right -= size;
        rr.left = r.right;
        break;
    case TOP:
        r.top += size;
        rr.bottom = r.top;
        break;
    case BOTTOM:
        r.bottom -= size;
        rr.top = r.bottom;
        break;
    }
    SetFrameRect(rr);
}
```
