
Subject: Re: Layouts, sizers etc
Posted by [mirek](#) on Thu, 12 Apr 2007 14:54:09 GMT
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jmansion wrote on Thu, 12 April 2007 10:23>does not seem to solve any real problem

Really? Doesn't it automatically handle all sorts of 'user resized the window' issues? Certainly seems to when coding with SWT, wxWidgets etc.

Well, the problem is that in 98% cases, "user resized the window" is already solved by current layout system. The remaining 1.5% can be categorized as "but it looks ugly anyway". Sure, that useful 0.5% would still be nice to have.

Quote:

Aren't we effectively living in the old world of dialog units and code that cases around after a WM_SIZE to rearrange everything?

Of course not. Designing resizable dialogs in U++ is trivial. Usually it involves pressing Ctrl+A (to select all widgets in layout) a pushing "Auto springs" button. Sometimes you have to adjust some boundary cases afterwards manually (3-4 more clicks).

Mirek
