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Subject: Auto-Resize

Posted by [rafiwui](#) on Wed, 09 Aug 2017 06:40:54 GMT

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I was wondering if there is something similiar to the wxWidgets widget sizer? Or do I have to catch the resizing action and resize the widgets manually?

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Subject: Re: Auto-Resize

Posted by [koldo](#) on Wed, 09 Aug 2017 07:09:31 GMT

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Dear rafiwui

I cannot understand you well. Could you explain it in more detail?

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Subject: Re: Auto-Resize

Posted by [rafiwui](#) on Wed, 09 Aug 2017 07:16:06 GMT

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Let's say I have an application like this:

(Rest of the explanation in next post because of one-file limitation)

#### File Attachments

1) [upp\\_resizeable1.PNG](#), downloaded 702 times

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Subject: Re: Auto-Resize

Posted by [rafiwui](#) on Wed, 09 Aug 2017 07:18:25 GMT

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And if I set:

```
Sizeable(true);
```

I get this:

So my question is, if there is some kind of widget that automatically resizes or if all the widgets are able to resize automatically if I tell them?

#### File Attachments

1) [upp\\_resizeable2.PNG](#), downloaded 687 times

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Subject: Re: Auto-Resize  
Posted by [Oblivion](#) on Wed, 09 Aug 2017 08:50:06 GMT  
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Hello,

Yes there are automatic widget resizer methods for Ctrl variants in U++

If you are using layout, you can simply use vertical and/or horizontal spring setters. (rightmost buttons on the layout editor's tool bar.)

If not, you can use Ctrl::SizePos() variants (e.h. HSizePos(), VSizePos() etc.), and their "zoomable" counterparts (HSizePosZ(), VSizePosZ(), etc.)

See: [https://www.ultimatepp.org/srcdoc\\$CtrlLib\\$Tutorial\\$en-us.htm](https://www.ultimatepp.org/srcdoc$CtrlLib$Tutorial$en-us.htm) l#14 ("More about logical coordinates")

Best regards,  
Oblivion

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Subject: Re: Auto-Resize  
Posted by [rafiwui](#) on Wed, 09 Aug 2017 09:19:52 GMT  
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Thanks! Exactly what I was looking for.

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Subject: Re: Auto-Resize  
Posted by [koldo](#) on Thu, 10 Aug 2017 06:14:12 GMT  
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:)

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Subject: Re: Auto-Resize  
Posted by [rafiwui](#) on Thu, 10 Aug 2017 08:33:15 GMT  
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Well I encountered a problem:

This happens if I use the HSizePosZ/VSizePosZ methods on all four buttons. But it should look like the picture in the next post but bigger/smaller.

How to achieve that? Because that isn't possible with the size methods (I tried different combinations in the layout designer).

**File Attachments**

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1) [upp\\_autoresize.PNG](#), downloaded 636 times

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Subject: Re: Auto-Resize  
Posted by [rafiwui](#) on Thu, 10 Aug 2017 08:34:44 GMT  
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This is how it should look:

#### File Attachments

1) [upp\\_autoresize2.PNG](#), downloaded 623 times

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Subject: Re: Auto-Resize  
Posted by [koldo](#) on Fri, 11 Aug 2017 07:03:25 GMT  
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Dear rafiwui

Could you post a couple of pictures with two different window sizes to see how the buttons had to resize with the window?

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Subject: Re: Auto-Resize  
Posted by [rafiwui](#) on Fri, 11 Aug 2017 07:16:23 GMT  
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I will post it in the Feature request forum because of the file limitation.

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