Subject: same layout with different dimensions
Posted by BetoValle on Sat, 01 May 2021 03:54:36 GMT
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Hi,

How can I use the same layout with different dimensions by loading with

CtrlLayout (*this, "Window title")

I designed an "A" layout and in certain situations I need to load this layout with half the size

if you use SetRect with the desired dimension, it will not respect it, carrying the original design.

like below

```
CtrlLayout ( *this, "Window title" )
if(x=='A')
  SetRect(0,0,400,200);
else
  SetRect(0,0,400,100);
```

Thanks

Subject: Re: same layout with different dimensions
Posted by Didier on Sat, 01 May 2021 07:50:30 GMT
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Hello BetoValle,

I don't understand what you are trying to do

The size of the layout depends on the size of the destination rect.
If you want the widgets to move/resize with the layout size : use the springs in the layout designer
If you need another layout then change the layout dynamically : take a look at the upp/reference/SetLayout example

Subject: Re: same layout with different dimensions
Posted by mirek on Sat, 01 May 2021 16:07:37 GMT
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CtrlLayout also does SetMinSize, which is probably blocking your SetRect. Try to setup new min size too...

Mirek

Subject: Re: same layout with different dimensions
Posted by BetoValle on Sat, 01 May 2021 18:44:35 GMT
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Thanks Mirek!

Didier, I don't know if it was this shape below that I was guessing.
After a predefined screen .lay file, in the first runtime that changes dimension will only work if it calls "SetMinSize" and then, then, use, SetRect securing permission with true to Sizeable

this below work!

```
CtrlLayout ( *this, "Window title" ) // original lay out size(800,600)
Sizeable(true);
[b]SetMinSize(80,20);[/b]
SetRect(0,0,400,200);  //this dimension will be displayed
Sizeable(false)
```

this below not work!

```
CtrlLayout ( *this, "Window title" ) // original lay out size(800,600)
Sizeable(true);
SetRect(0,0,400,200);
Sizeable(false)
```
