
Subject: Margin() for Edit()

Posted by [rbmatt](#) on Tue, 15 Aug 2006 17:17:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Edit() does not respect Margin(). Very simple example:

```
#include <CtrlLib/CtrlLib.h>
```

```
class TestArrayMargin : public TopWindow {
    ArrayCtrl array;
    EditString eString;
public:
    typedef TestArrayMargin CLASSNAME;
    TestArrayMargin();
};

TestArrayMargin::TestArrayMargin()
{
    array.SetRect(0,0,500,100);
    Add(array);
    array.AddColumn("test").Margin(0).Edit(eString);
    array.Add("item 1");
}
```

```
GUI_APP_MAIN
```

```
{
    TestArrayMargin().Run();
}
```

Reason this is not optimal for me: I basically have a date column with Edit(DateTimeCtrl). Since DateTimeCtrl has a drop button, I lose several pixels in width. Ideally, normal display would have a margin and Edit() would have no margin, allowing the control full width.

Subject: Re: Margin() for Edit()

Posted by [mirek](#) on Tue, 15 Aug 2006 18:13:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Bug. Fixed, synced.

Mirek
