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Subject: BUGFIX: Prompt() Does not correct size buttons

Posted by [aroman](#) on Wed, 23 Aug 2006 09:18:57 GMT

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When specifying my own button labels, Prompt() does not correctly size the buttons for long text. For example, try this:

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

GUI_APP_MAIN
{
    Prompt("See the text overflow?",Null,
          "The buttons aren't big enough",
          "This is the first button",
          "This is the second button",
          "This is the third button");
}
```

The patch is simply to test for the button sizes:

Index: CtrlLib/Prompt.cpp

```
=====
--- CtrlLib/Prompt.cpp (revision 32)
+++ CtrlLib/Prompt.cpp (working copy)
@@ -23,6 +23,9 @@
    qtfctrl.SetQTF(String("[G1 "] + qtf, GetRichTextStdScreenZoom());
    int bcy = Ctrl::VertLayoutZoom(24);
    int bcx = Ctrl::HorzLayoutZoom(72);
+ if (button1) bcx = max( 6*fcy + GetTextSize(button1,Draw::GetStdFont()).cx, bcx );
+ if (button2) bcx = max( 6*fcy + GetTextSize(button2,Draw::GetStdFont()).cx, bcx );
+ if (button3) bcx = max( 6*fcy + GetTextSize(button3,Draw::GetStdFont()).cx, bcx );
    Size bsz = icon.GetStdSize();
    if(cx == 0) {
        cx = qtfctrl.GetWidth();
```

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Subject: Re: BUGFIX: Prompt() Does not correct size buttons

Posted by [mirek](#) on Wed, 23 Aug 2006 09:32:02 GMT

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Thanks, applied.

I have just changed 6\*fcy to 2\*fcy - that seems better... (maybe you have patched 605 version, Prompt has been changed later).

Mirek

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