Subject: microscopic button in a toolbar with GetMinSize()?
Posted by fudadmin on Mon, 09 Jan 2006 01:50:44 GMT
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I wanted to place a Button on a Toolbar but it is microscopic.
Is this normal?

```
//this doesn't help bar.Add(btn_run.SetLabel("Run"), btn_run.GetMinSize() );
//but this works:
 bar.Add(btn_run.SetLabel("Run"), btn_run.AddFrameSize(50,20) );
```

But what if I want to change its size (y) depending on Label's text length?

And what is then supposed by MinSize?

P.S. I'll have a look at the sources, but if you know and have time...

Subject: Re: microscopic button in a toolbar with GetMinSize()?
Posted by fudadmin on Mon, 09 Jan 2006 03:47:36 GMT
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this works:

```
...
 if(bar.IsToolBar()) {
  bar.Add(btn_run.SetLabel("Run"), btn_run.AddFrameSize(30,20));

 }
```

but I also would like this logic to work:

```
...
 if(bar.IsToolBar()) {
  bar.Add(btn_run.SetLabel("Run"), btn_run.AddFrameSize(30,20))
  .Key(K_CTRL_R)
  .Help("Run your something");

 }
```

Subject: Re: microscopic button in a toolbar with GetMinSize()?
Posted by mirek on Mon, 09 Jan 2006 08:45:08 GMT

GetMinSize is defined as the minimal reasonable size of a specific Ctrl and does not need to be defined for each one. It is not defined for Button (should it be?), as such use is not typical.

AddFrameSize adds the size of Ctrl's frame to the specified size of Ctrl's view. Not much use for Button, but possible solution.

button.AddFrameSize(20, 50) is likely equivalent of Size(20, 50), unless you do some Frame magic with the Button (normally, Button has single NullFrame).