
Subject: splitter bounds

Posted by [exolon](#) on Mon, 05 Feb 2007 21:44:29 GMT

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Is there an easy way to set the limits of a splitter's position?
i.e. I want the minimum to be 50% and maximum to be 70%.

Currently I've got it working by hand like so (in my TopWindow subclass):

```
virtual void Paint(Draw& w) {  
    int splitterPos = verticalSplitter.GetPos();  
    if(splitterPos < 5000)  
        verticalSplitter.SetPos(5000);  
    else if(splitterPos > 7000)  
        verticalSplitter.SetPos(7000);  
    TopWindow::Paint(w);  
}
```

This flickers while trying to drag the splitter out of bounds though. A Splitter::SetBounds(int min, int max) or something method might be nice, but I'm not sure how to go about this most efficiently.

I might be getting it completely wrong, since I'm still very inexperienced in UPP and GUI programming in general.

Subject: Re: splitter bounds

Posted by [fallingdutch](#) on Mon, 05 Feb 2007 22:11:04 GMT

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Hi Oisin,

i am not familiar with splitter but i would go one of these ways:

first- the best, i guess - set the min size of the controls added to splitter, means overwrite the virtual Size GetMinSize() and calculate the 50% for the left and 30 (100-70) for the right control (or however they are placed)

second is to overwrite the Splitter class you would have to check in which function the resizing is done.

Bas
