Subject: keeping fixed x/y ratio in a control
Posted by exolon on Mon, 12 Feb 2007 18:20:32 GMT

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Hi,

I'm using a Ctrl as a container for drawing. However, when I resize the window, drawings in the 'pane' become stretched and no longer on a 1:1 (or whatever i:j initial constant) x:y aspect.

This is especially obvious because I'm drawing text into the Ctrl as well, in a Drawing object. I suppose either I can forcibly scale the Drawing object to a sensible ratio before painting it, or I could find a way to dynamically resize the parent Ctrl to match the ratio of the minimum x/y value.

Is there an easy way to do this? I couldn't find a function to override in Ctrl that will allow me to adjust things when resizing - I've tried overriding SetRect and SetFrameRect in their various incarnations, but they don't seem to be called.

Subject: Re: keeping fixed x/y ratio in a control
Posted by exolon on Mon, 12 Feb 2007 18:50:14 GMT

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Well, this seems to work, but (as almost always with my GUI code) it seems a bit unnecessarily dirty.

Does anyone know a nicer, simpler way of achieving this?

The code sets cx = cy = min(cx, cy), then centres the drawing (graph) in the Ctrl.

```
virtual void Paint(Draw& w) {
    Ctrl::Paint(w);

    // scale/clip drawing to fit control on a x/y = 1 ratio
    Size paneSize = GetSize();
    int cx = paneSize.cx;
    int cy = paneSize.cy;
    if(cx < cy)
        cy = cx;
    else
        cx = cy;

    w.DrawRect(GetSize(), WhiteGray());
    w.DrawDrawing((paneSize.cx - cx)/2, (paneSize.cy - cy)/2, cx, cy, graph);
}
```

Subject: Re: keeping fixed x/y ratio in a control

Posted by mirek on Mon, 12 Feb 2007 20:50:10 GMT

Forcing the size ratio of window is tricky business on both platform we support now. Therefore I think your solution is not dirty at all.

Mirek

Subject: Re: keeping fixed x/y ratio in a control
Posted by exolon on Tue, 13 Feb 2007 01:25:58 GMT

Thanks Mirek. I guess the other solution would be to embed a Ctrl in a Ctrl and scale the inner one in the same way, although that's just moving the problem up one level.