Subject: Issue with SplitterFrame
Posted by victorb on Tue, 20 Mar 2007 15:39:51 GMT
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It seems that there is an issue with SplitterFrame.

It can be observed with the SplitterFrame reference code.

If you move the splitter to the right most position of the window, the window becomes all black.

If you you the splitter to the left most position there is also an issue with the ScrollBar of the list.

Would it be possible to implement minimum sizes for both sides of the splitterFrame ?

>>EDIT
I mean is it technically possible ?
If yes I can try.
>>EDIT

Thanks,
Victor

Subject: Re: Issue with SplitterFrame
Posted by mirek on Tue, 20 Mar 2007 22:23:40 GMT
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Well:

Black screen was a problem in Paint system. Now fixed.

I have added two methods to SplitterFrame: MinSize and SizeMin.

(Second one is the minimal size of the "non-splitter" area).

Mirek

Subject: Re: Issue with SplitterFrame
Posted by victorb on Wed, 21 Mar 2007 22:12:59 GMT
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Mirek,

I have just sync'ed with uvs and it seems that the MinSize / SizeMin does not fully work as expected.

The issue is when the window is resized. There sizemin in not taken into account and you can still reduce to a lower value. Now when you press the splitter again... it jumps to where it should be.

The fix is as simple as adding one line:

```
void SplitterFrame::FrameLayout(Rect& r) {
..
..
..
   size = minmax(size, minsize, maxsize);
}
```

Note that you still have to set the parent size to something > minsize+sizemin if you don't want to go below minsize when resizing the parent.

Subject: Re: Issue with SplitterFrame
Posted by mirek on Thu, 22 Mar 2007 18:31:10 GMT
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Thanks, patch applied.

Mirek

Subject: Re: Issue with SplitterFrame
Posted by victorb on Thu, 22 Mar 2007 21:53:53 GMT
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Mirek,

In fact minmax should be added before the switch{}.

The function below seems to be finally working fine:

```
void SplitterFrame::FrameLayout(Rect& r)
{
 Rect rr = r;
 maxsize = max(0, (type == LEFT || type == RIGHT?r.GetWidth():r.GetHeight()) - sizemin);
 size = minmax(size, minsize, maxsize);
 switch(type) {
```

```
 case LEFT:
  r.left += size;
  rr.right = r.left;
  break;
 case RIGHT:
  r.right -= size;
  rr.left = r.right;
  break;
 case TOP:
  r.top += size;
  rr.bottom = r.top;
  break;
 case BOTTOM:
  r.bottom -= size;
  rr.top = r.bottom;
  break;
 }
 SetFrameRect(rr);
}
```

Subject: Re: Issue with SplitterFrame
Posted by victorb on Fri, 23 Mar 2007 18:07:56 GMT
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Mirek,

The version in uvs is still not ok (in this version maxsize is valid for left & right only).

You should use the function from my previous message.

Thanks,
Victor

Subject: Re: Issue with SplitterFrame
Posted by mirek on Sat, 24 Mar 2007 15:05:54 GMT
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Sorry, sometimes I am a little bit dumb

Mirek
