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Subject: Splitter: how to set some constraints on its children?

Posted by [ucanca](#) on Wed, 25 Jan 2006 20:53:34 GMT

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Hi,

Is there any way to tell a splitter that I want to set some constraints on its children? (I mean, besides coding it myself by trapping the resize event)

E.g., its first child should take as a minimum 10% of the whole horizontal space and 50% as a maximum (when I resize it manually), but occupy 30% at creation time (preferred size)?

I know this sounds a bit convoluted but it can be a life saver.

Thanks!

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Subject: Re: Question re: Splitters

Posted by [mirek](#) on Wed, 25 Jan 2006 21:15:06 GMT

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The only option in this area is:

```
void Splitter::SetMin(int i, int w);
```

(sets minimim splitter size in pixels).

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Subject: Re: Question re: Splitters

Posted by [ucanca](#) on Wed, 25 Jan 2006 21:23:17 GMT

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OK, thanks.

I had seen this method but hoped there was more somehow (that's usually the case with U++

I'll see if I can manage to implement this functionality (%-based constraints) myself, then

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