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Subject: Layouts, sizers etc

Posted by [jmansion](#) on Thu, 12 Apr 2007 10:36:35 GMT

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Does the UI library have support for layouts, sizers etc?

Is there any likelihood of it getting such support?

James

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Subject: Re: Layouts, sizers etc

Posted by [mirek](#) on Thu, 12 Apr 2007 12:40:55 GMT

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jmansion wrote on Thu, 12 April 2007 06:36 Does the UI library have support for layouts, sizers etc?

Is there any likelihood of it getting such support?

James

U++ is based on visual, coordinate based, design, but "coordinates" are flexible enough to allow resizable layouts.

Possibility of "logical" layouts has been discussed here too, I guess consensus is that it would be nice to have, but at the moment it does not seem to solve any real problem.

Means, there definitively is likelihood. Basic elements for such arrangements are already there (Ctrl supports "GetMinSize", which is more or less the basic thing you need AFAIK).

Mirek

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Subject: Re: Layouts, sizers etc

Posted by [jmansion](#) on Thu, 12 Apr 2007 14:23:30 GMT

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>does not seem to solve any real problem

Really? Doesn't it automatically handle all sorts of 'user resized the window' issues? Certainly seems to when coding with SWT, wxWidgets etc.

Indeed, the lack of resize and relayout logic does in my view make the flattering code comparisons somewhat invalid.

Aren't we effectively living in the old world of dialog units and code that cases around after a WM\_SIZE to rearrange everything?

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Subject: Re: Layouts, sizers etc  
Posted by [mirek](#) on Thu, 12 Apr 2007 14:54:09 GMT  
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jmansion wrote on Thu, 12 April 2007 10:23>does not seem to solve any real problem

Really? Doesn't it automatically handle all sorts of 'user resized the window' issues? Certainly seems to when coding with SWT, wxWidgets etc.

Well, the problem is that in 98% cases, "user resized the window" is already solved by current layout system. The remaining 1.5% can be categorized as "but it looks ugly anyway". Sure, that useful 0.5% would still be nice to have.

Quote:

Aren't we effectively living in the old world of dialog units and code that cases around after a WM\_SIZE to rearrange everything?

Of course not. Designing resizable dialogs in U++ is trivial. Usually it involves pressing Ctrl+A (to select all widgets in layout) a pushing "Auto springs" button. Sometimes you have to adjust some boundary cases afterwards manually (3-4 more clicks).

Mirek

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