

---

Subject: automatically resizing widgets in tabs?

Posted by [antialias](#) on Wed, 06 Jun 2007 14:41:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi, I'm a newbie to U++ (looks nice so far - great work!). I've been screwing around with Motif, Mosaic, Qt and MFC in the past and finally landed here.

Here's my question:

I have created a tabbed layout with a user defined drawing area (and a bunch of other controls in their own layout) on one tab.

I would like to resize this drawing area to the maximum space available whenever the user resizes the top window. so far I have been unable to do this (the 'springs' in the layout editor don't seem to do anything) . The drawing area just won't expand/shrink beyond the size I give it in the layout editor.

And I haven't really grasped the logic behind 'logical coordinates' yet. The whole concept seems confused/confusing (or I'm just being stupid, which is more likely )

Otherwise I like the GUI and IDE very much. The only thing I'd really like to see improved is the manual (at least have a native speaker look over the text and add more cross-links to other chapters). Whenever I try to look something up it seems that the most crucial sentences got garbled in an attempt at literal translation by the authors.

Usability for people looking for a GUI-package lives and dies by how well the manual is written (because they have to learn HOW to use it before they CAN use it - a fact often forgotten by the developers). It would be a shame if all your great work wouldn't get used just because MFC and (especially) Qt are documented way better.

---

---

Subject: Re: automatically resizing widgets in tabs?

Posted by [Zardos](#) on Wed, 06 Jun 2007 14:58:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

[antialias](#) wrote on Wed, 06 June 2007 16:41: Hi, I'm a

Here's my question:

I have created a tabbed layout with a user defined drawing area (and a bunch of other controls in their own layout) on one tab.

I would like to resize this drawing area to the maximum space available whenever the user resizes the top window. so far I have been unable to do this (the 'springs' in the layout editor don't seem to do anything) . The drawing area just won't expand/shrink beyond the size I give it in the layout editor.

Make sure you call `SizePos()` with the dialogs you use inside the tabs. Like:

```
tabs.Add(aDlg1.SizePos(), t_("Tab 1"));
tabs.Add(aDlg2.SizePos(), t_("Tab 2"));
tabs.Add(aDlg3.SizePos(), t_("Tab 3"));
```

- Ralf

---

---

Subject: Re: automatically resizing widgets in tabs?  
Posted by [antialias](#) on Wed, 06 Jun 2007 18:51:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

thanks for the quick help

---