Subject: Missing Functions for Layouter
Posted by Zardos on Wed, 25 Jul 2007 08:34:14 GMT
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Hello,

because I'm more productive if I use layout manager and automatic gui layouting functions instead of moving widgets on the screen I started to programm some simple layouting stuff.

But soon I ran into problems. What I would need is a "GetOptSize()" functions for controls. This function should return the "optimum size" of a control. For example for a button it should take into account:

the used font
the label
the image
default margin

... Because there is nothing like a GetOptSize() for Ctrls I started to make my own outside of the class like this:

```
Size GetOptSize(Ctrl &c) {
 Button *b = dynamic_cast<Button *>(&c);
 if(b) {
  Size s;

  s = GetTLTextSize(WString(b->GetDesc()), StdFont());
  s.cx += GUI_MARGIN * 2;

  return s;
 } else
  return c.GetStdSize();
}
```

... well not nice, but it should work.

What I'm really missing are a function to get the used font for ctrls and for buttons a GetImage:

If I would start adding the following functions to button (and other controls):

GetFont();
GetImage();

...and create a patch would you accept it?

Or even better would you like to have a "virtual GetOptSize()" for Ctrls?

Or do you have any other suggestions?

- Ralf

Subject: Re: Missing Functions for Layouter
Posted by mirek on Wed, 25 Jul 2007 08:40:02 GMT
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Actually, there is GetStdSize.

Unfortunately, for many widgets, it is not implemented correctly...

In fact, there are three of kind:

GetMinSize (minimal size)
GetStdSize (optimal size)
GetMaxSize (maximal size)

Default implementation of GetStdSize calls GetMinsSize (at least, this does make sense...)

Mirek

Subject: Re: Missing Functions for Layouter
Posted by Zardos on Wed, 25 Jul 2007 08:47:30 GMT
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Yes, thanks.

I have found this functions. But as you wrote some of them are not correct.

Especially for buttons: It allways returns the same size regardless of the label and use image, font, etc...

So,

if I would start "fixing" the GetStdSize functions. Starting with the buttons, you would accept it?

I thought GetStdSize is made this way by itension (always return a "default" size - independent of the content). ...But of course if GetSdtSize means something like "optimum size" then we could start fixing the functions.

Edit:
Anyway, I could get around an "incorrect" GetStdSize with my own function. It would just be very helpful to have access to the used Iamge and the used font for a button. If I miss more for other

controls I will mention it again in the forum.

- Ralf

Subject: Re: Missing Functions for Layouter
Posted by mirek on Wed, 25 Jul 2007 08:57:10 GMT
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Zardos wrote on Wed, 25 July 2007 04:47
if I would start "fixing" the GetStdSize functions. Starting with the buttons, you would accept it?
- Ralf

Yes. Just will need a bit of thinking how min and std values should look like.

OTOH, you seem to be the main user, so I guess you will get it right

Mirek

Subject: Re: Missing Functions for Layouter
Posted by Zardos on Wed, 25 Jul 2007 09:05:22 GMT
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[quote title=luzr wrote on Wed, 25 July 2007 10:57][quote Yes. Just will need a bit of thinking how min and std values should look like.

OTOH, you seem to be the main user, so I guess you will get it right

Ok thanks.

I will start with the button and submit the patch here. if I encounter more I will submit the additional patches again.

- Ralf

Subject: Re: Missing Functions for Layouter
Posted by Zardos on Wed, 25 Jul 2007 09:37:45 GMT
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OK,

here comes the patch for the button

- Ralf

File Attachments
1) Button_GetStdSize.patch, downloaded 439 times

Subject: Re: Missing Functions for Layouter
Posted by mirek on Fri, 27 Jul 2007 11:19:26 GMT
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Should not these constants rather be chameleon variables?

Why Pusher::GetStdSize?

Subject: Re: Missing Functions for Layouter
Posted by Zardos on Fri, 27 Jul 2007 13:26:00 GMT
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luzr wrote on Fri, 27 July 2007 13:19Should not these constants rather be chameleon variables?

Why Pusher::GetStdSize?

Ok, I will move necessary constants to chameleon. I will also reduce the new constants to a minimum and remove all constants related to Layout engines.

Pusher: GetStdSize:
I thought if someone derives from it, there would be a - hopefully - usable GetStdSize.
But no problem I will remove it.

Additional changes I discovered useful while programming my layouter:

I will more concentrate on GetMinSize(), because here it is relative clear what is meant: The minimum size which will not truncate an information (labels, text, ...).

For some controls - like buttons - I will supply GetStdSize().
For example I will add a small margin to the left and right of the button and make sure the button has a minimum default size.

Since my layouter is nearly complete I will soon start with checking and implementing GetMinSize(), GetStdSize() for some other controls and post the new patch for review.

I leave out GetMaxSize completely, because currently I have no clue what could be useful values

for it.

Thanks,
Ralf

Subject: Re: Missing Functions for Layouter
Posted by mirek on Fri, 27 Jul 2007 20:39:02 GMT
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Pusher: Well, derived classes have to implement Paint, so it is doubtful GetMinSize is releveant for it...

GetMinSize vs GetStdSize -> that is exactly how we meant it

GetMaxSize use is meant for top-level windows.
