Subject: Sizable in x-direction only
Posted by kevinle10@gmail.com on Mon, 22 Oct 2007 14:47:23 GMT
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It has been a while since I last worked with C++. Have forgot quite a bit. I even forgot where to look for docs on APIs. So could someone please remind me?

Real question - I think should be simple one - is how to force the form (dialog) to be resizable only in the x-direction? Currently I already have Sizable().MinimizeBox() so that the form can be resized, minimizable but not maximizable. I know one can always override some sort of virtual method (sizable event handler) but I'd like to achieve so that the cursor indicates the form can only be resized in 1 direction. Thanks

Subject: Re: Sizable in x-direction only
Posted by kevinle10@gmail.com on Mon, 22 Oct 2007 15:22:03 GMT
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Sorry, I posted under the wrong category and also mistyped.

"...since I last worked with C++.." should have been "...since I last worked with U++...".