
Subject: Some chameleon utility functions...

Posted by [mirek](#) on Sun, 04 Nov 2007 13:07:44 GMT

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...add and remove margins from rectangle

```
void DeflateMargins(Rect& r, const Rect& m)
{
    r = Rect(r.left + m.left, r.top + m.top, r.right - m.right, r.bottom - m.bottom);
}
```

```
void ChDeflateMargins(Rect& r, const Value& look)
{
    return DeflateMargins(r, ChMargins(look));
}
```

```
void DeflateMargins(Size& sz, const Rect& m)
{
    sz = Size(sz.cx + m.left + m.right, sz.cy + m.top + m.bottom);
}
```

```
void ChDeflateMargins(Size& sz, const Value& look)
{
    DeflateMargins(sz, ChMargins(look));
}
```

```
void InflateMargins(Rect& r, const Rect& m)
{
    r = Rect(r.left - m.left, r.top - m.top, r.right + m.right, r.bottom + m.bottom);
}
```

```
void ChInflateMargins(Rect& r, const Value& look)
{
    return InflateMargins(r, ChMargin(look));
}
```

```
void InflateMargins(Size& sz, const Rect& m)
{
    sz = Size(sz.cx + m.left + m.right, sz.cy + m.top + m.bottom);
}
```

```
void ChInflateMargin(Size& sz, const Value& look)
{
    InflateMargins(sz, ChMargin(look));
}
```