
Subject: Images in menus causing enormous padding
Posted by [mordrek](#) on Wed, 05 Mar 2008 15:29:41 GMT
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Hi.
I'm doing a menu-manager that creates menus from loaded XML files and all is fine and dandy except for when adding image to the menu after loading it from file:

```
bar.Add(title,THISBACK1(MyCallback,name)).Image(image);
```

The image appears in the menu alright, but even though the menu image itself becomes very small (fitting for a menu item), the space around it is as big as the original image when it comes to height.

It looks like this (@ is the image):

```
---+-----+
| |Menu item 1 |
+---+-----+
| |           |
| |           |
| @|Menu item 2 |
| |           |
| |           |
+---+-----+
```

Anyone know how this can happen or how to solve it?

Subject: Re: Images in menus causing enormous padding
Posted by [mrjt](#) on Wed, 05 Mar 2008 16:26:11 GMT
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Nevermind

Subject: Re: Images in menus causing enormous padding
Posted by [mirek](#) on Wed, 05 Mar 2008 16:39:21 GMT
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Thanks, a bug. Fix:

CtrlLib/MenuItem.cpp 302

Size MenuItem::GetMinSize() const

```
{
    Size sz1 = GetTextSize(text, font);
    Size sz2(0, 0);
    if(accel) {
        sz2 = GetTextSize(GetKeyDesc(accel), font);
        sz2.cx += 12;
    }
    Size lsz = min(maxiconsize, licon.GetSize());
    Size rsz = ricon.GetSize();
    return AddFrameSize(Size(max(lsz.cx, leftgap) + sz1.cx + max(sz2.cx, (rsz.cx ? 16 : 0))
        + max(rsz.cx, 16) + textgap + 10,
        max(max(lsz.cy, rsz.cy) + 4, sz1.cy + 6)));
}
```

Note: U++ reduces the size of icons, it is intentional. You can adjust the minimal size using MenuBar::MaxIconSize. Using "INT_MAX" here is OK too

Mirek

Subject: Re: Images in menus causing enormous padding

Posted by [mordrek](#) on Wed, 05 Mar 2008 17:50:51 GMT

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Fantastic! Now all I need is some free time to continue
