Subject: Need wider SpinButton -- How?
Posted by jlfranks on Sat, 15 Mar 2008 01:11:03 GMT
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We need wider spin buttons for EditDoubleSpin.

Upp code has width set to 12, we need 40 because of touch
screen resolution and gloved hand requirement.

How do I set SpinButtons width = 40 ?
Seems like there's missing API to do this, plus I don't
understand Chameleon well enough to solve the problem.

--jlf

Subject: Re: Need wider SpinButton -- How?
Posted by cbpporter on Sat, 15 Mar 2008 07:49:49 GMT
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The required API is not missing. Rather than adding such API directly to the interface, U++ uses Chameleon Styles.

If you want to change the width of the spin buttons in the entire application, use something like this at an early point in the applications runtime (in an initialization step or if only one window, in the window constructor):

```
SpinButtons::Style& style = SpinButtons::StyleDefault().Write();
style.width = 40;
```

Now all spin buttons will have the given width.

If you only want to change some of the spin buttons, declare:
SpinButtons::Style style;
somewhere where it will not go out of scope before the control you want to modify and use:

```
style = SpinButtons::StyleDefault();
style.width = 40;
spin.SetStyle(style);
```

BUG:
I just noticed that the lower button in the spin control has some chameleon skin tilling issues only visible when it's hight is larger than usual. This is only a visual bug and will try to solve it later today.

Subject: Re: Need wider SpinButton -- How?
Posted by jlfranks on Sat, 15 Mar 2008 22:24:16 GMT
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I've used the first form and changed all spin buttons.

This is excellant and works great. Its funny how silly simple
this is and yet evaded my examination.

Thank you very much.

Subject: Re: Need wider SpinButton -- How?
Posted by mirek on Sat, 15 Mar 2008 22:54:03 GMT
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cbpporter wrote on Sat, 15 March 2008 03:49

BUG:
I just noticed that the lower button in the spin control has some chameleon skin tilling issues only visible when it's hight is larger than usual. This is only a visual bug and will try to solve it later today.

In Win32, this might be the feature, not but. This is what Win32 theming API paints if you want it big

Mirek

Subject: Re: Need wider SpinButton -- How?
Posted by cbpporter on Sun, 16 Mar 2008 19:58:31 GMT
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luzr wrote on Sun, 16 March 2008 00:54

In Win32, this might be the feature, not but. This is what Win32 theming API paints if you want it big

Mirek
Well, it may be a feature, but it's an ugly one . But since I couldn't really fix it without ruining it look an introducing a lot of 1-2 pixel wide borders, which is too much for the small space inside that edit widget, I think I'll manage without using large spin buttons.

PS: The space inside the edit is quite small.
if the button where on the outside, you could get it a little bigger. Is there a way to modify the order in which the frame is applied to achieve this?

Subject: Re: Need wider SpinButton -- How?
Posted by mirek on Sun, 16 Mar 2008 20:04:00 GMT
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Not yet.