Subject: Margin / Spacing of buttons
Posted by galious on Thu, 08 May 2008 22:27:17 GMT
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Hi,

While creating an aggregated control I noticed there is some automatic spacing between buttons/controls.

E.G.

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

GUI_APP_MAIN
{
 TopWindow  win;
 Button b[5];

 for (int i = 0; i < 5; ++i) {
  b[i].SetLabel(Format("Test: %d", i));
  win << b[i].TopPosZ(i * b[i].GetStdSize().cy, b[i].GetStdSize().cy).LeftPosZ(0, 120);
 }

 win.Run();
}
```

You'll see some spacing between the buttons. Is there any way to remove these? (Except from subtracting e.g 3 pixels, since this may change between OS'ses or versions).

Regards,

Martin Schut

Subject: Re: Margin / Spacing of buttons
Posted by cbpporter on Fri, 09 May 2008 09:03:57 GMT
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There is no actual space between the controls. They align up fine. It is the skin provided by the OS to draw the Buttons that has a 1 pixel empty border around them. I don't know if the appearance of this border can be circumvented with the skinning API. I'll have to look into this. Meanwhile, you could use a custom skin or ChStdSkin/ChClassicSkin (which don't have that border) for buttons if you are under time pressure.

Subject: Re: Margin / Spacing of buttons
Posted by mrjt on Fri, 09 May 2008 09:10:39 GMT
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You may also want to look at MultiButton. Only problem is that it only does icon buttons (not text labels). And of course there is no documentation

Subject: Re: Margin / Spacing of buttons
Posted by galious on Fri, 09 May 2008 20:47:47 GMT
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Thanks for your answers. You're both completely right it's removed by setting the standard skin. So it's probably only an issue with Vista.

Using the multibutton I don't see as solution (I want some text in them), and since I'm not in a hurry I'll just code around it.

Regards,

Martin