
Subject: Splitter::Reset and Splitter::Clear clarification

Posted by [Tom1](#) on Mon, 28 Dec 2009 08:54:58 GMT

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Hi,

The splitter would be easier to use if Splitter::Clear() would remove splitter wall positions and minimum sizes (pixel and relative) in addition to the child references. The minpx is currently not cleared at all, even if Splitter::Reset() is called.

Please change as follows:

```
void Splitter::Clear() {
    while(GetFirstChild())
        RemoveChild(GetFirstChild());
```

```
    pos.Clear();
    mins.Clear();
    minpx.Clear();
}
```

```
void Splitter::Reset() {
    Clear();
    style = -1;
    width = 4;
    vert = false;
}
```

Additionally, it would be very helpful, if removing a child by its Ctrl* would remove the respective pos, mins and minpx records in a way that frees the display area for the adjacent panels.

UPDATE:

I had something like this in mind for removing a panel:

```
void Splitter::Layout() {
    Size sz = GetSize();
    int count = GetChildCount();
    if(count == 0)
        return;

    if(mins.GetCount()<count) mins.SetCount(count,0); // Added
    if(minpx.GetCount()<count) minpx.SetCount(count,0); // Added

    count--;
```

```
if(pos.GetCount() < count) {
    pos.SetCount(count, 0);
    for(int i = 0; i < count; i++)
```

and

```
void Splitter::Remove(Ctrl *ctrl) {
    int n=0;
    Ctrl *c=GetFirstChild();
    while(c){
        if(c==ctrl){
            if(c->GetNext()) pos.Remove(n);
            else if(n>=1) pos.Remove(n-1);
            mins.Remove(n);
            minpx.Remove(n);
            RemoveChild(ctrl);
            break;
        }
        c=c->GetNext();
        n++;
    }
}
```

// Tom

Subject: Re: Splitter::Reset and Splitter::Clear clarification
Posted by [mirek](#) on Wed, 30 Dec 2009 10:30:09 GMT
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Tom1 wrote on Mon, 28 December 2009 03:54Hi,

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minpx.Clear();  
}
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    if(mins.GetCount() < count) mins.SetCount(count, 0); // Added  
    if(minpx.GetCount() < count) minpx.SetCount(count, 0); // Added  
  
    count--;  
    if(pos.GetCount() < count) {  
        pos.SetCount(count, 0);  
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void Splitter::Remove(Ctrl *ctrl) {  
    int n=0;  
    Ctrl *c=GetFirstChild();  
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            else if(n>=1) pos.Remove(n-1);  
            mins.Remove(n);  
            minpx.Remove(n);  
            RemoveChild(ctrl);  
            break;
```

```
}  
c=c->GetNext();  
n++;  
}  
}
```

// Tom

Well, why not. I have made some changes (the most important is to use reference instead of pointer in Remove to make it consistent with other methods).

Mirek
