
Subject: Layout call procedure buggy for invisible controls?

Posted by [kohait00](#) on Wed, 29 Sep 2010 15:41:45 GMT

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hi all,

i have a hierarchy of Ctrl's which is pretty huge...500+ controls of different types...arbitrary grouped, tree depth is up to 10..
a huge one...

i noticed that when i resize the container, which has them all, is it ofcarse is slowly relayouting, which is understandable.

BUT: when the container, beeing part of ExpanderCtrl, is collapsed, and made invisible, and i still resize the Splitter it is part of, the whole relayouting is still slow as before, though nothing is visible..

i encountered, that SyncLayout is called fully recursively on the whole tree, even if it is invisible..

is there any way to optimize that? or am i doing sth wrong in terms of using the api of upp ctrls?

just a remarker where it is at:

CtrlPos.cpp:162

```
void Ctrl::SyncLayout(int force)
{
    GuiLock __;
    LLOG("SyncLayout " << Name() << " size: " << GetSize());
    bool refresh = false;
    Rect oview = GetView();
    Rect view = GetRect().Size();
    overpaint = OverPaint();
    for(int i = 0; i < frame.GetCount(); i++) {
        Frame& f = frame[i];
        f.frame->FrameLayout(view);
        if(view != f.view) {
            f.view = view;
            refresh = true;
        }
        int q = f.frame->OverPaint();
        if(q > overpaint) overpaint = q;
    }
    if(oview.Size() != view.Size() || force > 1) {
        for(Ctrl *q = GetFirstChild(); q; q = q->next) {
            q->rect = q->CalcRect(rect, view);
            LLOG("Layout set rect " << q->Name() << " " << q->rect);
            q->SyncLayout(force > 1 ? force : 0);
        }
    }
}
```

```
    Refresh();  
}  
if(oview != view || force) {  
    State(LAYOUTPOS);  
    Layout();  
}  
if(refresh)  
    RefreshFrame();  
}
```

Subject: Re: Layout call procedure buggy for invisible controls?

Posted by [mirek](#) on Wed, 13 Oct 2010 17:50:21 GMT

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kohait00 wrote on Wed, 29 September 2010 11:41i encountered, that SyncLayout is called fully recursively on the whole tree, even if it is invisible..

is there any way to optimize that? or am i doing sth wrong in terms of using the api of upp ctrls?

I do not think this is a good idea - widgets can do a lot of processing even if they are not visible. They might expect to be placed correctly...

Subject: Re: Layout call procedure buggy for invisible controls?

Posted by [kohait00](#) on Wed, 13 Oct 2010 20:00:37 GMT

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so this behaviour is by design
just wanted to know..

any hints on what i can do better to improve performance?
maybe restructure tree? from deep tree to flat tree?

Subject: Re: Layout call procedure buggy for invisible controls?

Posted by [mrjt](#) on Fri, 15 Oct 2010 09:13:09 GMT

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I have made a modification to ExpanderFrame that might help you. Instead of just making it's client Ctrl invisible when it's closed it now fully removes it, preventing layout.

My (limited) testing hasn't found any problems and it's a relatively simple change but I would

advise some testing.

Hope it helps.

File Attachments

1) [ExpandFrame.zip](#), downloaded 302 times
