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**Subject:** Control with fixed rate Height/Width  
**Posted by** [jibe](#) **on** Mon, 16 May 2011 08:04:05 GMT  
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Hi,

I want a fixed rate Height/Width for a control, in any condition (resizing it in layout designer, resizing the window, zoomed window or not etc.). Is there a simple way to obtain this ? I get confused studying Ctrl.cpp code... So many ways to change the size !

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**Subject:** Re: Control with fixed rate Height/Width  
**Posted by** [koldo](#) **on** Mon, 16 May 2011 09:30:32 GMT  
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Hello Jibe

The brute force way could be overloading Layout() method.  
However this would not serve in the Layout Designer.

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**Subject:** Re: Control with fixed rate Height/Width  
**Posted by** [jibe](#) **on** Mon, 23 May 2011 07:44:06 GMT  
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Hi,

Thanks

I'll make some tries and see...

For the layout designer, is the right place to do this in the .usc file ?

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**Subject:** Re: Control with fixed rate Height/Width  
**Posted by** [koldo](#) **on** Mon, 23 May 2011 14:02:42 GMT  
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jibe wrote on Mon, 23 May 2011 09:44Hi,

Thanks

I'll make some tries and see...

For the layout designer, is the right place to do this in the .usc file ?

Sorry, I do not understand

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**Subject: Re: Control with fixed rate Height/Width**  
Posted by [kohait00](#) on Thu, 26 May 2011 08:19:49 GMT  
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\*.usc files are the U++ own ESC language files (go to manual for it), they serve TheIDE as a description how to show custom (or builtin) Ctrl's in Layout editor.

to achieve your goal, you need to derive the desired class overriding the Layout() function from Ctrl and specifying new size of the control based on lets say the x size.

maybe sth like that.

```
class MyEdit : public EditString
{
    virtual void Layout()
    {
        Rect r = GetRect();
        r.y = 0.5*x;
        SetRect(r);
    }
};
```

what kolde meant is, that Layout editor wont be aware of your custom Layout function, in case you place your widget as a user class Ctrl on a layout. so it will be arbitrary resizeable in Layout Editor but will behave accordingly at runtime.

BTW: SetRect always Sets your Ctrl LogPos as to be LeftPos().TopPos() aligned. if you want sth more specific, you need to dig the LogPos facilities. see my LogPosCtrl package, there you will find some ressources on how to handle LogPos properly recalculating it based on alignment and Rect position.

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**Subject: Re: Control with fixed rate Height/Width**  
Posted by [jibe](#) on Thu, 26 May 2011 09:23:13 GMT  
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Hi,

Thanks for those explanations, kohait00

I'll try that soon...

BTW : I was unable to find the doc about .usc files... Could you point me to the right manual page

? Thanks.

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Subject: Re: Control with fixed rate Height/Width  
Posted by [kohait00](#) on Thu, 26 May 2011 11:15:03 GMT  
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[http://www.ultimatepp.org/srcdoc\\$Esc\\$Esc\\$en-us.html](http://www.ultimatepp.org/srcdoc$Esc$Esc$en-us.html)

unfortunately there is not more doc available on that. upp is work in progress

for more usc examples just search the upp folder for that type of files. i remember bazaar also having some of them, i.e. Controls4U

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Subject: Re: Control with fixed rate Height/Width  
Posted by [koldo](#) on Thu, 26 May 2011 11:31:21 GMT  
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Hello Jibe

As far as I know there are no .usc document.

However I was not completely right about Layout Designer. See this code. It is a little bit overcomplex for this example, but it is rather easy

```
ctrl StaticRectangle {
    group "Static";

    GetMinSize() { return Size(0, 0); }
    GetStdSize() { return Size(64, 24); }

    bool IsSquare = false;
    int SetWidth = 1;
    Color SetColor = :SBlack;
    Color SetBackground = Null;

    Paint(w) {
        r = GetRect();
        width = r.right - r.left;
        if (.IsSquare)
            height = r.right - r.left;
        else
            height = r.bottom - r.top;
        w.DrawRect(r.left, r.top, width, height, .SetBackground);
    }
}
```

```
w.DrawRect(r.left, r.top, width, .SetWidth, .SetColor);
w.DrawRect(r.right - .SetWidth, r.top, .SetWidth, height, .SetColor);
w.DrawRect(r.left, r.top + height - .SetWidth, width, .SetWidth, .SetColor);
w.DrawRect(r.left, r.top, .SetWidth, height, .SetColor);
}
}
```

If the programmer chooses `IsSquare = true` in Layout Designer, s/he will obtain these possibilities:

As you can see, Layout Designer does not let you draw outside Control boundaries.

#### File Attachments

1) [dib.PNG](#), downloaded 779 times

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Subject: Re: Control with fixed rate Height/Width

Posted by [jibe](#) on Thu, 26 May 2011 17:19:20 GMT

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kohait00 wrote on Thu, 26 May 2011 13:15 [http://www.ultimatepp.org/srcdoc\\$Esc\\$Esc\\$en-us.html](http://www.ultimatepp.org/srcdoc$Esc$Esc$en-us.html)

unfortunately there is not more doc available on that. upp is work in progress

Thanks for the link. Koldo already told me that there is no doc for usc files, but as you seemed to know one... Well, the doc about esc is usefull, and probably will help me to understand .usc samples

koldo wrote on Thu, 26 May 2011 13:31 However I was not completely right about Layout Designer. See this code. It is a little bit overcomplex for this example, but it is rather easy

Thanks for this code. I'll study and try that tomorrow (late today, and I'm not yet finish...) I already did something, not perfect but not too bad. See in Slider/Progress forum.

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Subject: Re: Control with fixed rate Height/Width

Posted by [koldo](#) on Thu, 26 May 2011 20:08:42 GMT

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Hello Jibe

Now it is added in Controls4U StaticRectangle class, as a new `IsSquare()` method.

See the results in LayoutDesigner and in program:

## File Attachments

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1) [dib.PNG](#), downloaded 542 times

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