Subject: Is their a way to have code execute if the window size is changed?
Posted by silverx on Sun, 17 Jul 2011 16:11:01 GMT
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I am looking to have some code executed when someone changes the window size, either my min/max, or drag on the window with sizeable, and zoomable?

Like a callback, is there anyway to do this using what is there already and not building my own window?

Thanks
David

Subject: Re: Is their a way to have code execute if the window size is changed?
Posted by BioBytes on Sun, 17 Jul 2011 21:10:29 GMT
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Hi silverx ,

Overload the virtual method Layout() from Ctrl and Topwindow objects.

In the header file, make the following statement:

```
class myWindow : public WithmyWindowLayout<TopWindow> {
 typedef myWindow CLASSNAME;

public:

   myWindow();

private:
  virtual void Layout();

};
```

in the cpp file, you can insert instructions to be executed while the window layout is modified if the user resizes it or when the window is displayed.

```
void myWindow()::Layout()
{
  //Some code you wish

  TopWindow::Layout(); //call to ancestor method
}
```

Hoping this could help you

Kind regards
Biobytes