Subject: How do you make the widgets resizable?
Posted by lectus on Sun, 20 Nov 2011 16:25:20 GMT
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I know the window can be Sizeable() and Zoomable().

But how do you resize the widgets when the window gets resized?

Thanks

Subject: Re: How do you make the widgets resizable?
Posted by koldo on Mon, 21 Nov 2011 08:18:04 GMT
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Hello Lectus

U++ does it very simple:

- In the Layout Designer

See the red thick lines and "spring" lines:
-- The thick lines means that that side of the control is attached to that side of the main frame
-- The "spring means that that side of the control is not attached.

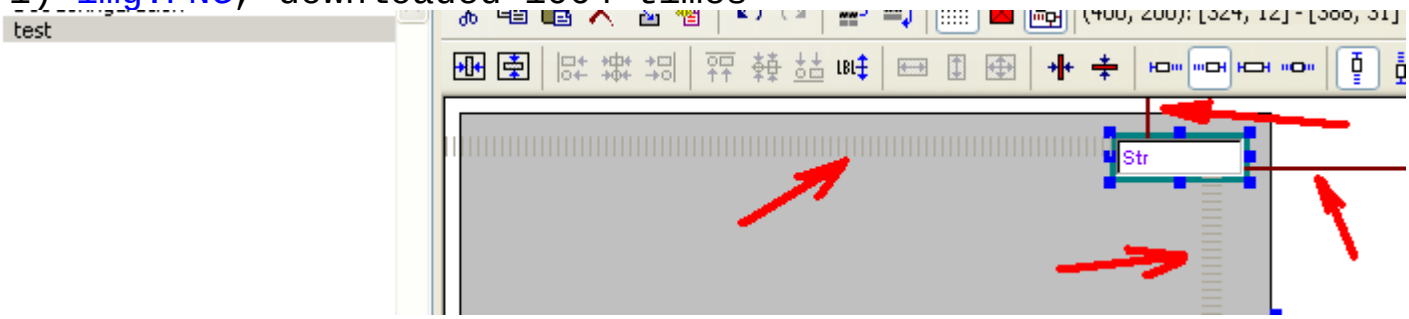
Just open a example and play with it. It is very easy and useful.

- In the code
If you want to do it "the hard way" in the code, is very easy too as layout are translated into code with functions like LeftPosZ and so.

Anyway you can go to the GUI Tutorial section 16. Layouts where you can see examples and explanations.

There are more advanced features if you want fancier resizing but I think for now this enough .

File Attachments
1) img.PNG, downloaded 1064 times



Subject: Re: How do you make the widgets resizable?
Posted by lectus on Mon, 21 Nov 2011 10:58:24 GMT
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Thank you for your post! I now understand it!

U++ never fails to amaze me. It was actually pretty simple.
I just set Sizeable().Zoomable() and adjust the springs at the layout editor.
I just needed some explanation like yours to know where to look at.

Subject: Re: How do you make the widgets resizable?
Posted by koldo on Mon, 21 Nov 2011 11:22:01 GMT
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lectus wrote on Mon, 21 November 2011 11:58Thank you for your post! I now understand it!

U++ never fails to amaze me. It was actually pretty simple.
I just set Sizeable().Zoomable() and adjust the springs at the layout editor.
I just needed some explanation like yours to know where to look at.
Hello Lectus

U++ Forum always love to help .

Anyway if you need to start with the steepest learning curve you can try U++ Tutoring Plan.

Subject: Re: How do you make the widgets resizable?
Posted by BioBytes on Mon, 21 Nov 2011 19:04:20 GMT
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Hi Lectus,

You can also use the virtual method Layout() in TopWindow object.

Header file

```
class MyWin : public WithMyWinLayout<TopWindow> {
 typedef MyWin CLASSNAME;

public:
 MyWin();

private:
 virtual void Layout();
};
```

cpp file

```
void MyWin::Layout()
{
   Size sz = GetSize();

   if(sz.cx== something)dosomething with SetRect(p1,p2,p3,p4)or the embedded widgets using layout functions (SizePos() etc..);

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

Hope this could be helpful

Regards
Biobytes
