Subject: Sizeable().Zoomable() Posted by idkfa46 on Tue, 13 Mar 2012 16:21:34 GMT View Forum Message <> Reply to Message

Hello guys, I'm here again with a new little problem!

Is it possible to make a window Sizeable only ?! using

CtrlLayout(*this, "Scala"); Sizeable().Zoomable();

my windows is correctly sizeable and zoomable... i would like to have an only sizeable window but with

CtrlLayout(*this, "Scala"); Sizeable();

nothing happen

regards, Matteo

Subject: Re: Sizeable().Zoomable() Posted by dolik.rce on Tue, 13 Mar 2012 18:05:48 GMT View Forum Message <> Reply to Message

Hi Matteo,

The only result of calling Sizeable() is (and should be) that the window can be resized. The Zoomable() method only adds maximize and minimize buttons in the title bar (at least on windows, on other systems the behaviour might be slightly different).

If you experience different behaviour then described above, please specify on which platform you are testing this and how exactly does it misbehave.

Best regards, Honza

Subject: Re: Sizeable().Zoomable() Posted by idkfa46 on Tue, 13 Mar 2012 19:28:41 GMT View Forum Message <> Reply to Message oh God! you are true...

my problem is completely different! on the top right of my window I have the close botton!

adding

CtrlLayout(*this, "Scala"); Sizeable().Zoomable();

i can see: 1- close botton 2- reduce to icon 3- larger bottom

How can i have only the first and second one ?!

Thanks, Matteo

Subject: Re: Sizeable().Zoomable() Posted by dolik.rce on Tue, 13 Mar 2012 21:05:12 GMT View Forum Message <> Reply to Message

idkfa46 wrote on Tue, 13 March 2012 20:28i can see: 1- close botton 2- reduce to icon

3- larger bottom

How can i have only the first and second one ?! The closing button is always there. The minimize button can be added by calling MinimizeBox().

Actually Zoomable() is equivalent to MinimizeBox().MaximizeBox()

Honza

Subject: Re: Sizeable().Zoomable() Posted by fudadmin on Wed, 14 Mar 2012 02:23:50 GMT View Forum Message <> Reply to Message

my advice in such cases would be - jump inside (with alt_J shortcut?) CtrlLib and CtrlCore and check the sources... or even put some logs there...