Subject: How do I get a window decoration/element size
Posted by awksed on Wed, 23 Jul 2014 14:16:00 GMT
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Hi,

How do I get a window element size, e.g. title bar height, V scrollbar width? Preferably before I create the window.

Thanks.

Subject: Re: How do I get a window decoration/element size
Posted by Mindtraveller on Mon, 10 Nov 2014 15:48:30 GMT
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Please note that U++ is responsible for the window inner contents. The decorations around the window are a subject to control by window manager (U++ has limited set of routines to control it). I'm afraid there's no portable (window manager - agnostic) way of detecting decoration parameters, that is why U++ doesn't contain methods for detecting them.
So please consult documentation on window manager you use (WinAPI, Gnome, etc.).

Subject: Re: How do I get a window decoration/element size
Posted by slashupp on Tue, 10 Mar 2015 09:42:10 GMT
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Here's a (ugly) workaround that will give you some values:

```
...
int WFrameWidth, TitleBarHeight;

void Get_WFW_TBH()
{
 TopWindow w,w1;
 w.SetRect(10,10,10,10);
 w.OpenMain();
 w1.SetRect(w.GetRect());
 w1.OpenMain();
 Rect rw=w.GetRect();
 Rect rw1=w1.GetRect();
 WFrameWidth=rw1.left-rw.left; //left-frame thickness
 TitleBarHeight=rw1.top-rw.top;
 w.Close();
 w1.Close();
}
```

I use it on Linux to get retain exact positioning of topwindows between sessions.
There's a quick flash of the two windows (easily not noticed
Don't know how portable (should be OK)
(MSWindows has built-in functions to get those values, I think, but the code should work even there)
