Subject: ButtonHeight limited by StdFont in ArrayCtrl
Posted by Alboni on Fri, 27 Nov 2015 00:16:49 GMT

If I have a column with buttons in an ArrayCtrl, the Size of the buttons is limited by the FontSize of StdFont even if I set a much higher LineCY. How do I solve that? My clients work with touchscreens. Teeny weeny buttons are no good and I already set the Font pretty big.

See picture

```
File Attachments
```
1) ayce.jpg, downloaded 386 times

Subject: Re: ButtonHeight limited by StdFont in ArrayCtrl
Posted by mirek on Fri, 27 Nov 2015 10:49:26 GMT

I am unsure about the problem. What is column with buttons?

Subject: Re: ButtonHeight limited by StdFont in ArrayCtrl
Posted by Alboni on Fri, 27 Nov 2015 15:07:17 GMT

ok, I made an example (see attachment)

The height of the red and green buttons in the example (which should be round) depends on the fontsize (which is not changeable in ArrayCtrl without affecting other controls)
If the LineCY is big enough I think I should be able to make taller controls than the Font dictates...

```
File Attachments
```
1) ButtonsInArray.zip, downloaded 308 times

Subject: Re: ButtonHeight limited by StdFont in ArrayCtrl
Posted by mirek on Fri, 27 Nov 2015 15:50:48 GMT

You have not defined the position/size of widget, means it was left in 'default' (also, you can improve your style around One::Create :)

void MakePlus(One<Ctrl>& ctrl)
{

```
 Button& b = ctrl.Create<Button>();
 b.WantFocus(false);
 b.SetStyle(*no_style);
 b.SetImage(Img::plus());
 b.SizePos();
}
```

Subject: Re: ButtonHeight limited by StdFont in ArrayCtrl
Posted by mirek on Fri, 27 Nov 2015 15:57:46 GMT
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Now reading docs, they might have been a bit misleading, so I have tried to improve there...

Subject: Re: ButtonHeight limited by StdFont in ArrayCtrl
Posted by Alboni on Fri, 27 Nov 2015 17:10:09 GMT
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Yeah, that looks neater. :)
Thank you.

(I will donate when I finally make some money)