
Subject: Missing Functions for Layouter

Posted by [Zardos](#) on Wed, 25 Jul 2007 08:34:14 GMT

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Hello,

because I'm more productive if I use layout manager and automatic gui layouting functions instead of moving widgets on the screen I started to programm some simple layouting stuff.

But soon I ran into problems. What I would need is a "GetOptSize()" functions for controls. This function should return the "optimum size" of a control. For example for a button it should take into account:

- the used font
- the label
- the image
- default margin

... Because there is nothing like a GetOptSize() for Ctrl's I started to make my own outside of the class like this:

```
Size GetOptSize(Ctrl &c) {
    Button *b = dynamic_cast<Button *>(&c);
    if(b) {
        Size s;

        s = GetTLTextSize(WString(b->GetDesc()), StdFont());
        s.cx += GUI_MARGIN * 2;

        return s;
    } else
        return c.GetStdSize();
}
```

... well not nice, but it should work.

What I'm really missing are a function to get the used font for ctrl's and for buttons a GetImage:

If I would start adding the following functions to button (and other controls):

```
GetFont();
GetImage();
```

...and create a patch would you accept it?

Or even better would you like to have a "virtual GetOptSize()" for Ctrl's?

Or do you have any other suggestions?

- Ralf
