
Subject: Re: How to get an "OnParentOpen" in a control

Posted by [koldo](#) on Tue, 29 Dec 2009 11:04:42 GMT

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Hello Honza

Quote:I'm still not sure where's the problem The code you posted just works for me.

Look at this:

```
void StaticImage::Layout() {
    SetFirstChild((Ctrl *)this);
    SizePos();
    Ctrl::Layout();
}
```

The code was wrong because it tried to set every child in the window as the first child... so the program hangs.

Simply doing this the program goes well:

```
void StaticImage::Layout() {
    if (fit == Background) {
        SetFirstChild((Ctrl *)this);
        SizePos();
    }
    Ctrl::Layout();
}
```

Perhaps I should have to add some code to avoid to have more than one Background StaticImage in a window.

Quote:By the way: Why don't you use Painter for this? It would give user much more possibilities if SetFit took as an argument FILL_[H|V](PAD|REPEAT|REFLECT) and actually it would simplify the code a lot (e.g. that switch in Paint() would be unnecessary).

Yes, it could be. In fact Painter is used in all Controls4U classes with overridden Paint(), but StaticImage as antialiasing and other Painter technology is not necessary.

Best regards
Koldo