
Subject: Re: FrameAddSize(Size& sz) really needed?
Posted by [Werner](#) on Wed, 14 Jun 2006 13:52:51 GMT
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luzr wrote on Mon, 12 June 2006 18:48 Well, as I said before, it is not needed until some situation expects the right value....

One of such situations is e.g. when creating TopWindow with layout

```
MyWin::MyWin()
{
    SetFrame(MyFrame);
    CtrlLayout(*this, "");
}
```

Now try to make MyFrame quite thick (e.g. 50 pixels) and do not implement AddFrameSize.

Mirek

Yes!

CtrlLayout calls AddFrameSize ...

```
template <class T>                                // In TopWindow.h
void CtrlLayout(T& ctrl)
{
    InitLayout(ctrl, ctrl, ctrl, ctrl);
    Size sz = ctrl.AddFrameSize(T::GetLayoutSize());
    ctrl.SetMinSize(sz);
    ctrl.SetRect(sz);
}
```

... and AddFrameSize in turn calls FrameAddSize ...

```
Size Ctrl::AddFrameSize(int cx, int cy) const    // In CtrlPos.cpp
{
    Size sz = Size(cx, cy);
    for(int i = frame.GetCount() - 1; i >= 0; i--)
        frame[i].frame->FrameAddSize(sz);
    return sz;
}
```

Sorry for the inconvenience!

Werner
