
Subject: Re: Get size and position of widget
Posted by [rafiwui](#) on Wed, 13 Sep 2017 13:45:21 GMT
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Ok I solved the problem and if anyone else want to use the `AutoResizeTopWindow` feel free to copy the code below or download the header.

```
#ifndef _AutoResizeTopWindow_h_
#define _AutoResizeTopWindow_h_

#include <CtrlLib/CtrlLib.h>
using namespace Upp;

class AutoResizeTopWindow : public virtual TopWindow
{
public:
    virtual void Layout()
    {
        Size currentSize = GetSize();
        if(firstSizing)
            startSize = currentSize;

        float sizeXChange = (float)currentSize.cx / (float)startSize.cx;
        float sizeYChange = (float)currentSize.cy / (float)startSize.cy;

        Ctrl* pChild = GetFirstChild();
        for(int i = 0; pChild != NULL; i++)
        {
            if(firstSizing)
                startRects.Add(pChild->GetRect());

            float rectLeft = startRects[i].left * sizeXChange;
            float rectTop = startRects[i].top * sizeYChange;
            float rectSizeX = startRects[i].Width() * sizeXChange;
            float rectSizeY = startRects[i].Height() * sizeYChange;

            pChild->SetRect(rectLeft, rectTop,
                rectSizeX, rectSizeY);

            pChild = pChild->GetNext();
        }
        firstSizing = false;
    }

private:
    bool firstSizing = true;
    Size startSize;
    Vector<Rect> startRects;
```

```
};
```

```
#endif
```

File Attachments

1) [AutoResizeTopWindow.h](#), downloaded 328 times
