
Subject: Splitter and SetMin strange behavior

Posted by [mapo](#) on Wed, 19 Sep 2007 18:13:07 GMT

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Hi,

i`m looking for using splitter, but have some strange problems with SetMin method.
if I want splitter to be ~380px wide, i have to cal S1.SetMin(0, 5000);, but documentation states,
that second parameter is in pixels.

Am I doing something wrong?

I attached example project.

mapo.

File Attachments

1) [GUISample1.zip](#), downloaded 639 times

Subject: Re: Splitter and SetMin strange behavior

Posted by [mirek](#) on Wed, 19 Sep 2007 21:07:45 GMT

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mapo wrote on Wed, 19 September 2007 14:13Hi,

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I have just checked, unfortunately, Min seems to be in 1/10000 of width (which is, if nothing else,
quite impractical).

Will look into the issue tomorrow (perhaps adding SetMinPixels).

Thanks for testcase.

Mirek

Subject: Re: Splitter and SetMin strange behavior
Posted by [mirek](#) on Thu, 20 Sep 2007 20:25:03 GMT
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Well, I hope it is fixed now (with SetMinPixels).

Quick fix:

```
class Splitter : public Ctrl {
public:
    virtual void  Layout();
    virtual void  Paint(Draw& draw);
    virtual void  MouseMove(Point p, dword keyflags);
    virtual void  LeftDown(Point p, dword keyflags);
    virtual void  LeftUp(Point p, dword keyflags);
    virtual Image CursorImage(Point p, dword keyflags);
    virtual void  Serialize(Stream& s);

protected:
    Vector<int> pos;
    Vector<int> mins;
    Vector<int> minpx;
    int    width;
    int    style;
    int    mouseindex;
    bool   vert;
    int    inset;

    int    ClientToPos(Point client) const;
    int    PosToClient(int pos) const;
    int    FindIndex(Point client) const;
    int    GetChildCount() const;
    int    GetMins(int i) const;

public:
    void    Set(Ctrl& l, Ctrl& r);

    Splitter& SetPos(int newpos, int index = 0);
    int    GetPos(int index = 0) const    { return index < pos.GetCount() ? pos[index] : 10000; }

    int    GetCount() const                { return GetChildCount(); }

    void    Zoom(int i);
    void    NoZoom()                        { Zoom(-1); }
    int    GetZoom() const                  { return style; }

    void    SetMin(int i, int w)            { mins.At(i, 0) = w; }
    void    SetMinPixels(int i, int w)     { minpx.At(i, 0) = w; }
```

```

void Add(Ctrl& pane);
Splitter& operator<<(Ctrl& pane) { Add(pane); return *this; }

Splitter& Vert(Ctrl& top, Ctrl& bottom);
Splitter& Horz(Ctrl& left, Ctrl& right);
Splitter& Vert() { vert = true; Layout(); return *this; }
Splitter& Horz() { vert = false; Layout(); return *this; }
Splitter& BarWidth(int w);
bool IsHorz() const { return !vert; }
bool IsVert() const { return vert; }

void Clear();
void Reset();

Splitter();
virtual ~Splitter();
};

```

```

int Splitter::GetMins(int i) const
{
    int min1 = (i < mins.GetCount() ? mins[i] : 0);
    int min2 = 0;
    int cx = GetSize().cx;
    if(cx)
        min2 = (i < minpx.GetCount() ? minpx[i] : 0) * 10000 / cx;
    return max(min1, min2);
}

```

```

Splitter& Splitter::SetPos(int p, int i) {
    int l = (i > 0 && i - 1 < pos.GetCount() ? pos[i - 1] : 0) + GetMins(i);
    int h = (i + 1 < pos.GetCount() ? pos[i + 1] : 10000) - GetMins(i + 1);
    pos.At(i) = minmax(p, l, h);
    Layout();
    return *this;
}

```

Mirek

Subject: Re: Splitter and SetMin strange behavior
 Posted by [mapo](#) on Fri, 21 Sep 2007 07:27:50 GMT
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thanx!