
Subject: Problem with Calendar control

Posted by [frankdeprins](#) on Sat, 23 Oct 2010 13:02:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello,

I have a question related to the Calendar control.

When I put a Calendar control on a layout window, using the designer, I can resize it and it scales perfectly, even when I make it smaller than the 'standard' size (the size which it has when I drop it on a layout window).

However, when I run the application with a Calendar control that I made smaller than the standard size, it does not scale, but gets clipped.

Should I call some method to make the scaling happen? I already tried Layout and Refresh, even SetRect, but to no avail. It just remains clipped, rather than scaled.

Regards

frank

Subject: Re: Problem with Calendar control

Posted by [koldo](#) on Sat, 23 Oct 2010 20:57:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Great Frank!

Waiting for unodgs opinion, it seems that resize is more versatile in layout designer than in real C++ code

I explain you Frank: Calendar control, as many controls in U++, has two functions for the drawing (including resizing):

1. In void Calendar::Paint(Draw &w) in DateTimeCtrl.cpp

This one is programmed in C++

2. In ctrl Calendar function in CtrlLib.usc

This one is programmed in Esc.

The 1st is for the main program and the 2nd is for the layout designer.

It seems 2nd resizing is richer than 1st one.

Subject: Re: Problem with Calendar control

Posted by [frankdeprins](#) on Sat, 23 Oct 2010 21:20:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hye koldo,

Thanks for the explanation.

Yes, I know about these two distinct and separate drawing 'modes' and, from a technical point of view, I did not think the runtime behaviour was tightly linked to the designtime behaviour. However, from an ergonomical useage point of view... As you jokingly point out: it is not 'normal' to see the designer behave in a more 'sophisticated' way than the real thing. Besides, when you use a DropDate control, the dropped Calendar is actually also smaller than the 'fixed' one. And yet, that one is scaled perfectly. So, it must be possible. I only do not see where the difference in behaviour between the fixed and the dropped one, finds its root in the code.

frank

Subject: Re: Problem with Calendar control
Posted by [koldo](#) on Mon, 25 Oct 2010 14:01:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

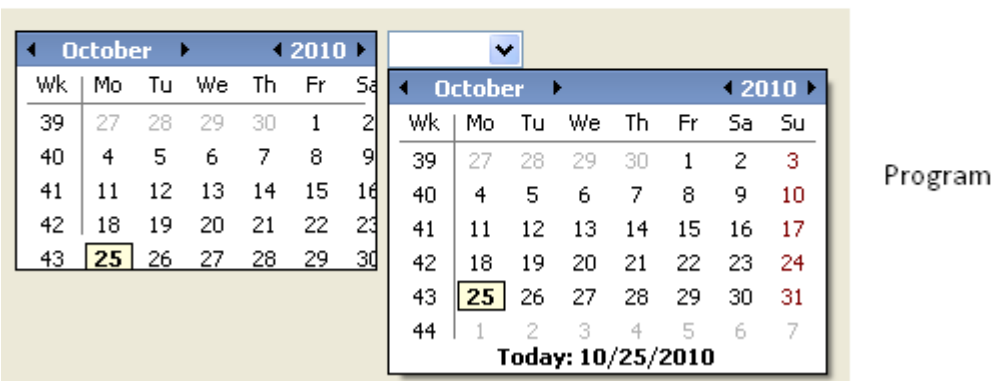
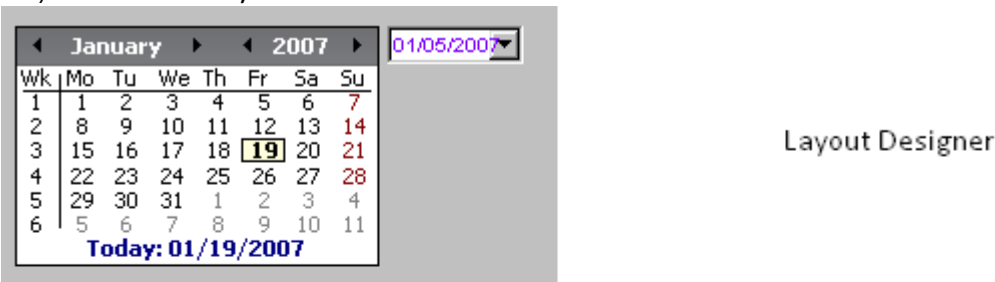
Hello Frank

After reading the code I am sure that Calendar::Paint does not adjust to control Rect.

And it is the same for DropDate. See this:

File Attachments

1) [dib.PNG](#), downloaded 730 times



Subject: Re: Problem with Calendar control
Posted by [frankdeprins](#) on Mon, 25 Oct 2010 14:39:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Koldo,

Does this mean that there currently is no way to make the Calendar control smaller?

Best regards,

frank

Subject: Re: Problem with Calendar control
Posted by [koldo](#) on Mon, 25 Oct 2010 20:53:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Frank

Yes. Actual Calendar::Paint() has fixed size.

Method Calendar::ComputeSize() calculates parameters for Paint(). Between them there are colw and rowh, that are the base to locate the calendar days. They depend on GetTextSize("WW", fnt.NoBold().NoUnderline());.

To get a smaller Calendar control would require to reprogram Paint().

Subject: Re: Problem with Calendar control
Posted by [unodgs](#) on Mon, 25 Oct 2010 21:24:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'll take a look at calendar soon and see if I can make it more flexible in easy way.

Subject: Re: Problem with Calendar control
Posted by [frankdeprins](#) on Tue, 26 Oct 2010 05:00:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's great, thanks a lot.

Subject: Re: Problem with Calendar control
Posted by [koldo](#) on Tue, 26 Oct 2010 06:40:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Page 4 of 4 ---- Generated from [U++ framework](#)