
Subject: Re: controlling dialog widget size
Posted by [David Fanning](#) on Wed, 01 May 2002 19:15:49 GMT
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Virginia Rogers (vrogers@umich.edu) writes:

> Is there a way to ensure that my modal dialog widget will fit on any display
> screen? I have a modal dialog which is arranged in a column. On most displays,
> the whole widget fits on the screen. But on some smaller displays, the widget
> is too tall to fit on the screen, and thus, the "OK" button at the bottom of the
> widget cannot be selected.
>
> I realize that I could arrange the widget into two columns so that it is shorter
> and wider. But what I'm really interested in is a general way of ensuring that
> a dialog will fit on any screen. Should I check the screen size and check the
> size of the top level base and rearrange the dialog if necessary?

Yes, you could do this. Check the TLB geometry to see what size it is before it is realized, if it's too big, reorganize, etc. It's a pain in the neck, and you inevitably end up throwing in a "fudge factor" of 11, or 17, or 33, or whatever it happens to be that day on that machine. It will have to be something else on the machine of whoever you give the code to.

Better to have a quick peak at the screen size and if it is below a certain threshold say, the heck with it, two columns for you, big guy.

> Can you add a scroll bar to a dialog?

Yes. But that doesn't guarantee your user is going to find your OK button. Users can be pretty dense. :-(

Cheers,

David

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