



DEV-13: Super Resize Me!!

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White Star Software

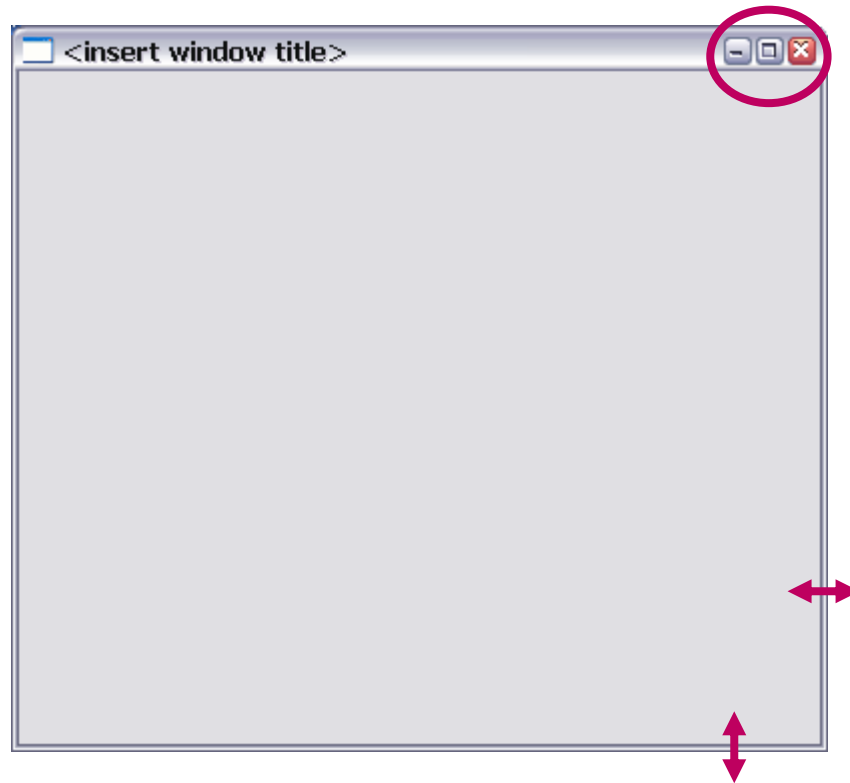
PROGRESS SOFTWARE
Exchange
2006

Agenda

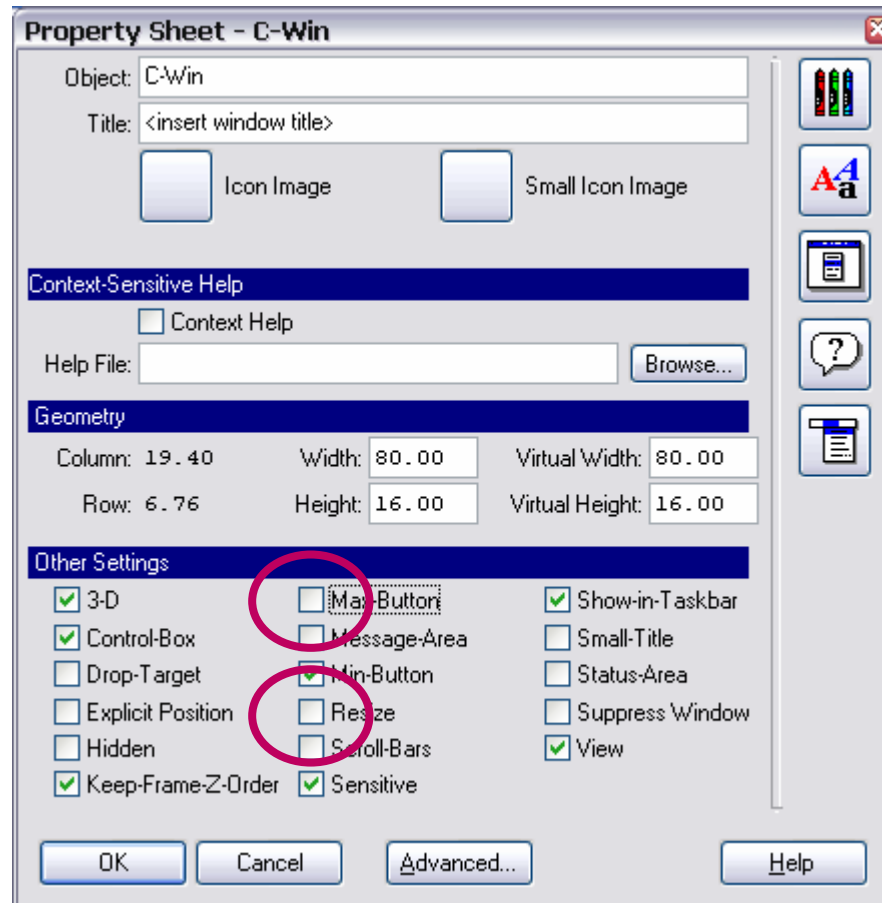


- Your options out of the box
- The Agony of choice
- More decisions about resizing
- The Widget Tree
- The code to do it
- Packaging the Solution

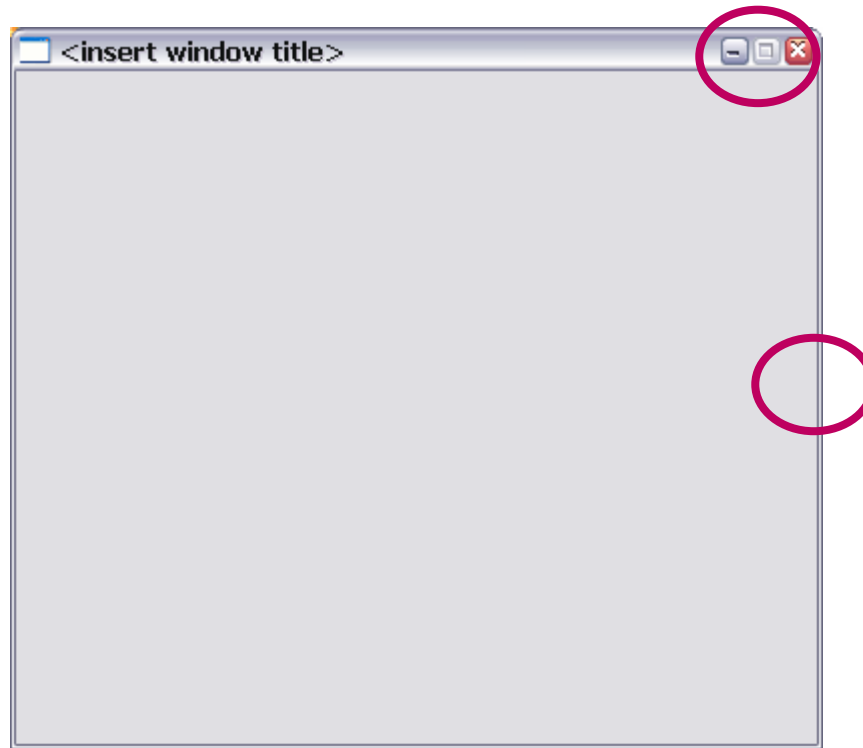
Out of the box



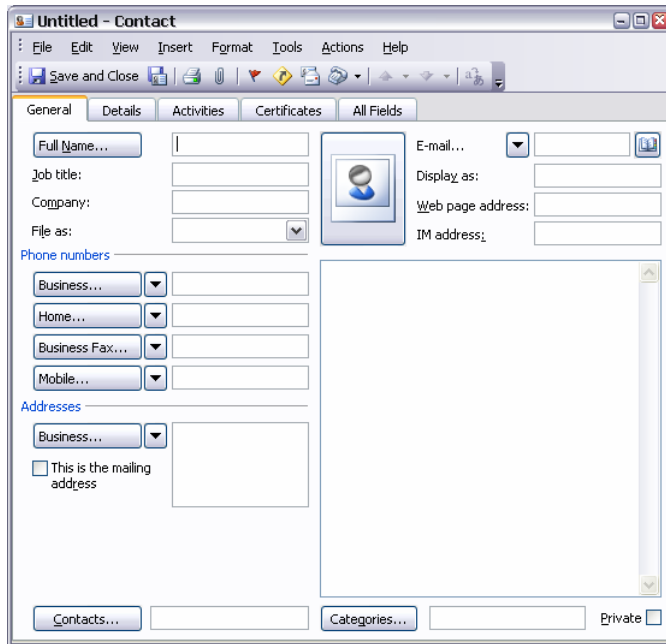
Out of the box – the easy option



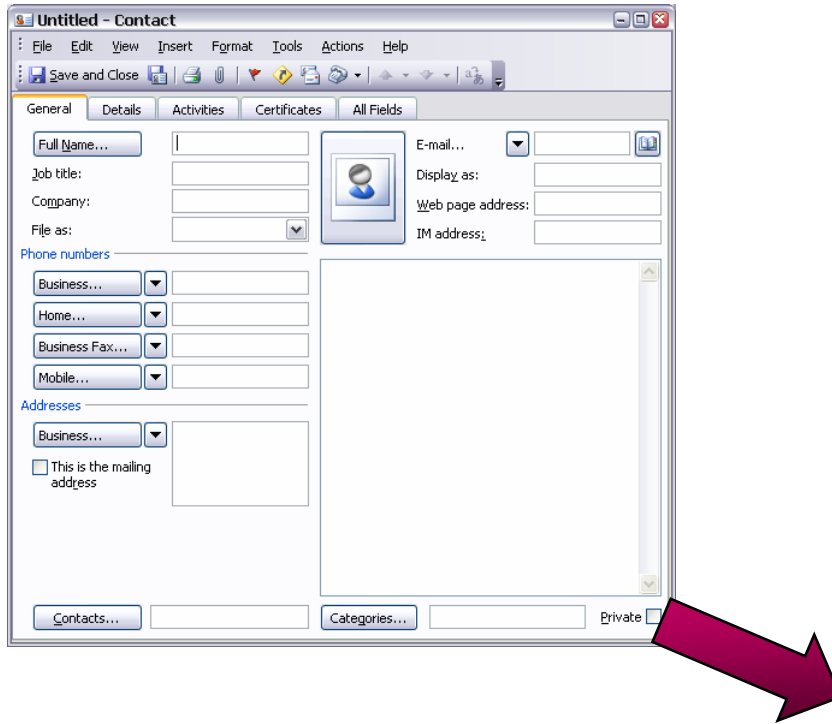
Out of the box – the easy option



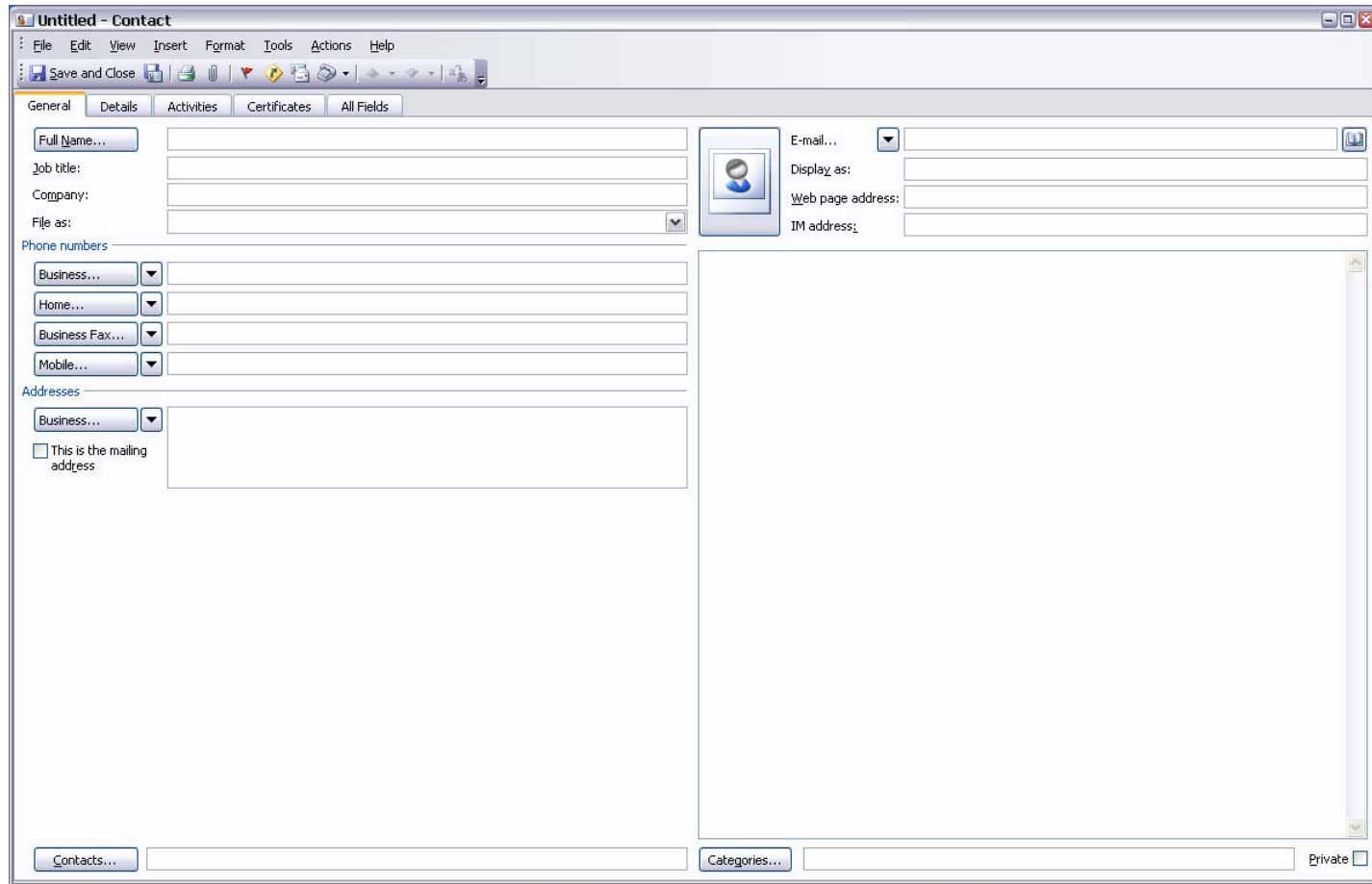
The agony of choice



The agony of choice



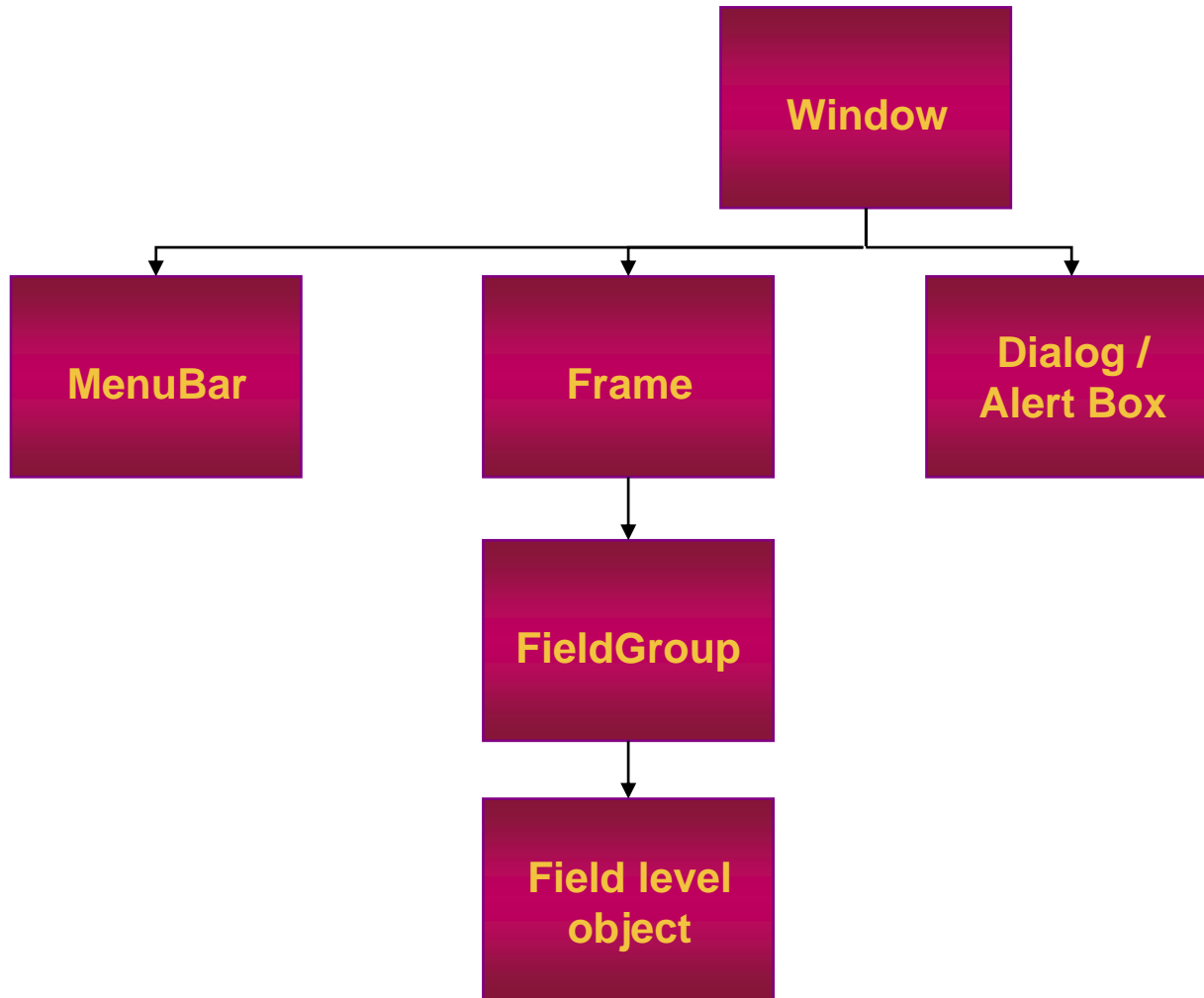
The agony of choice



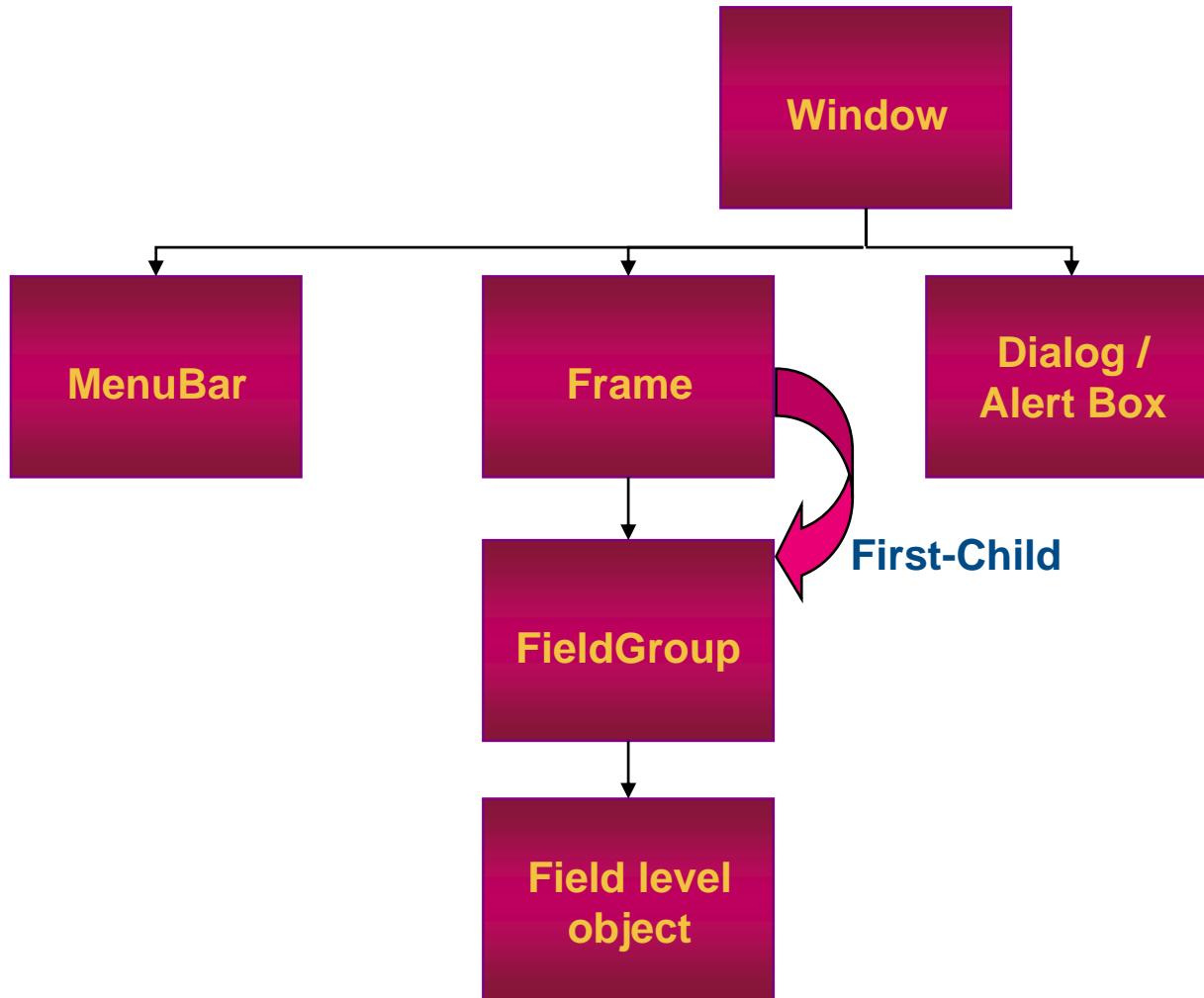
More decisions about resizing

- Actual pixel growth or proportional?
- X axis or Y axis or both?
 - Differently in X and Y axis?
- Do the objects move?
 - How do they move?
 - What about their labels?
- Each new Window will probably be different
- So...
 - Have each individual object know how it should react

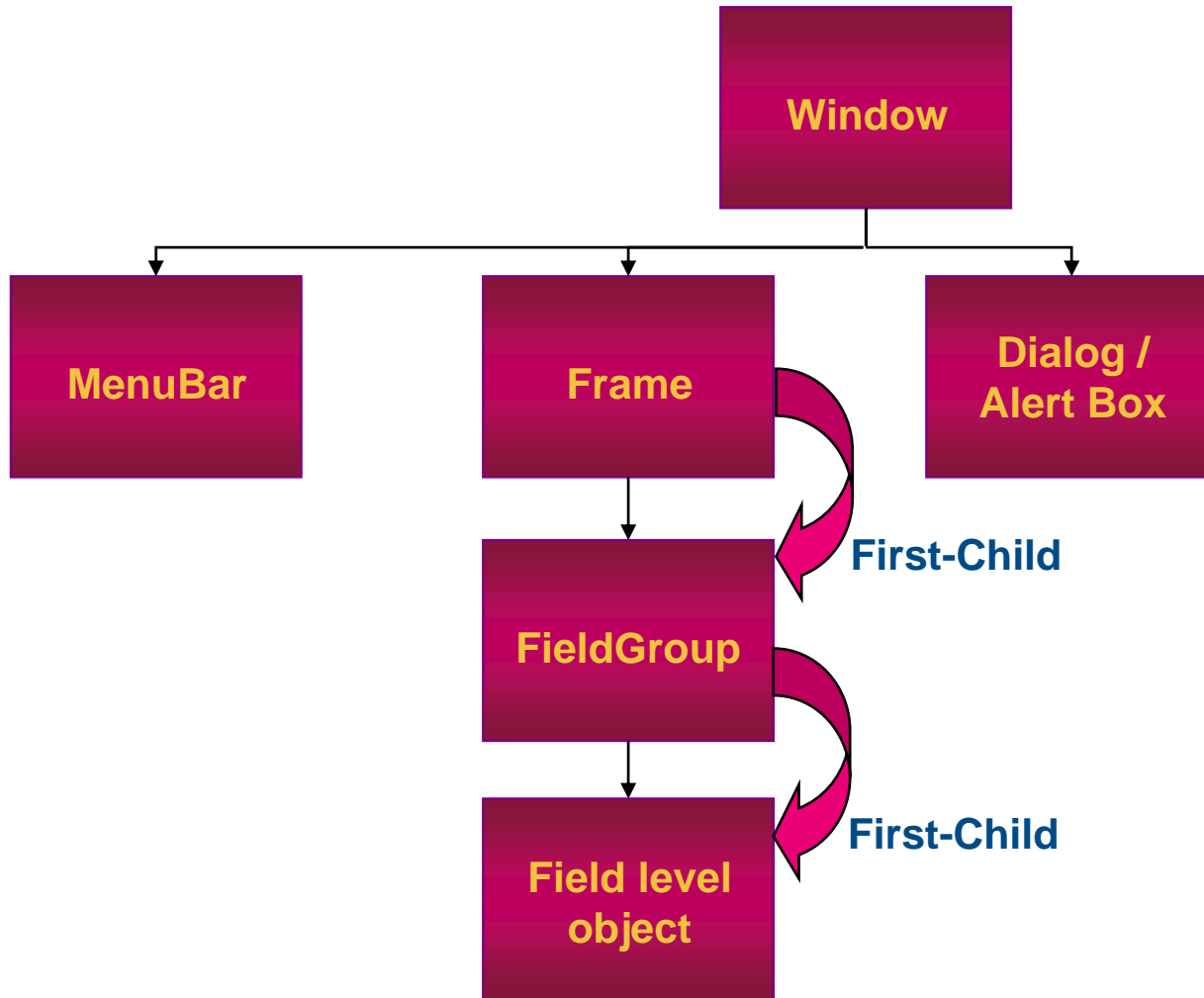
The Widget Tree



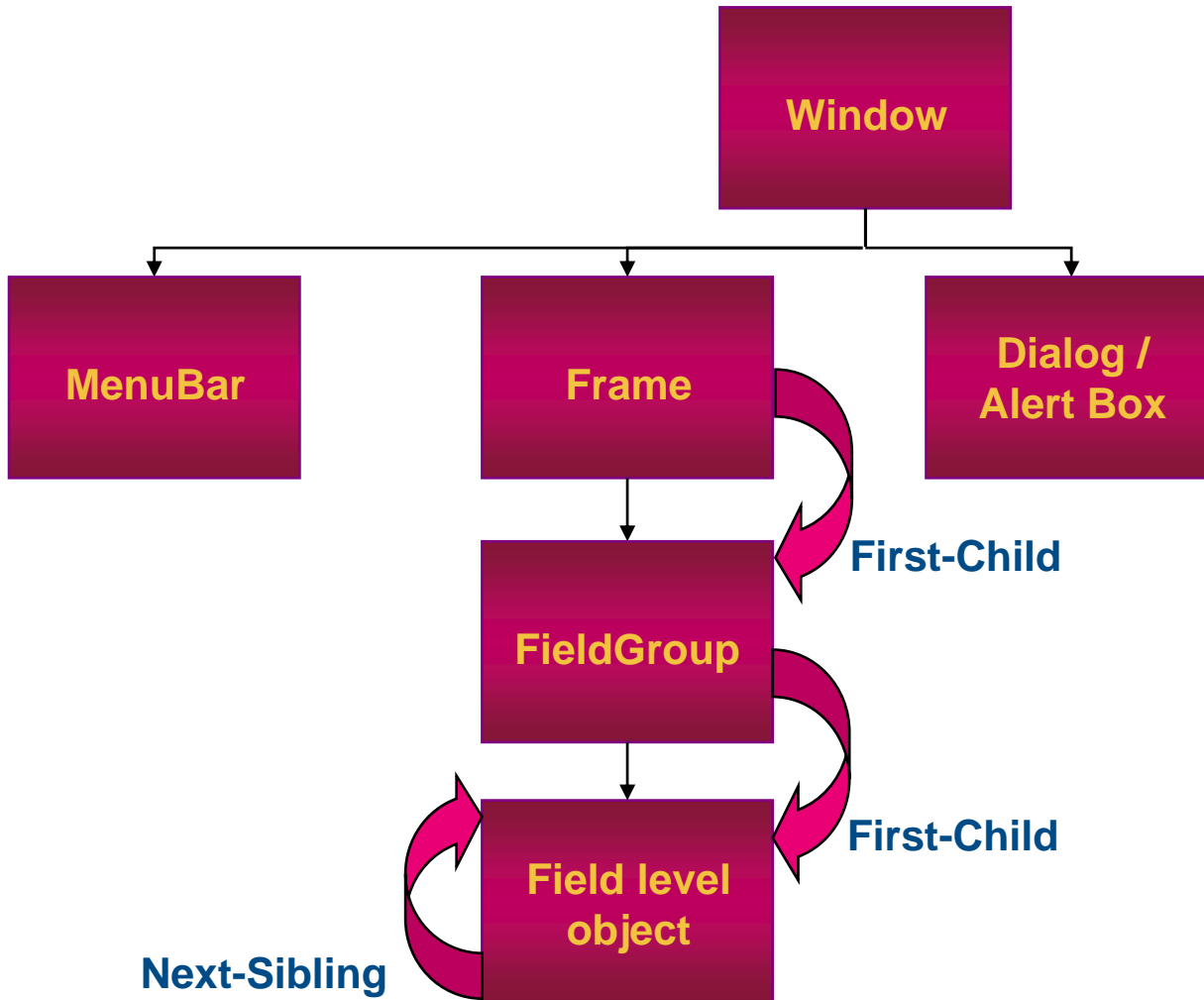
The Widget Tree



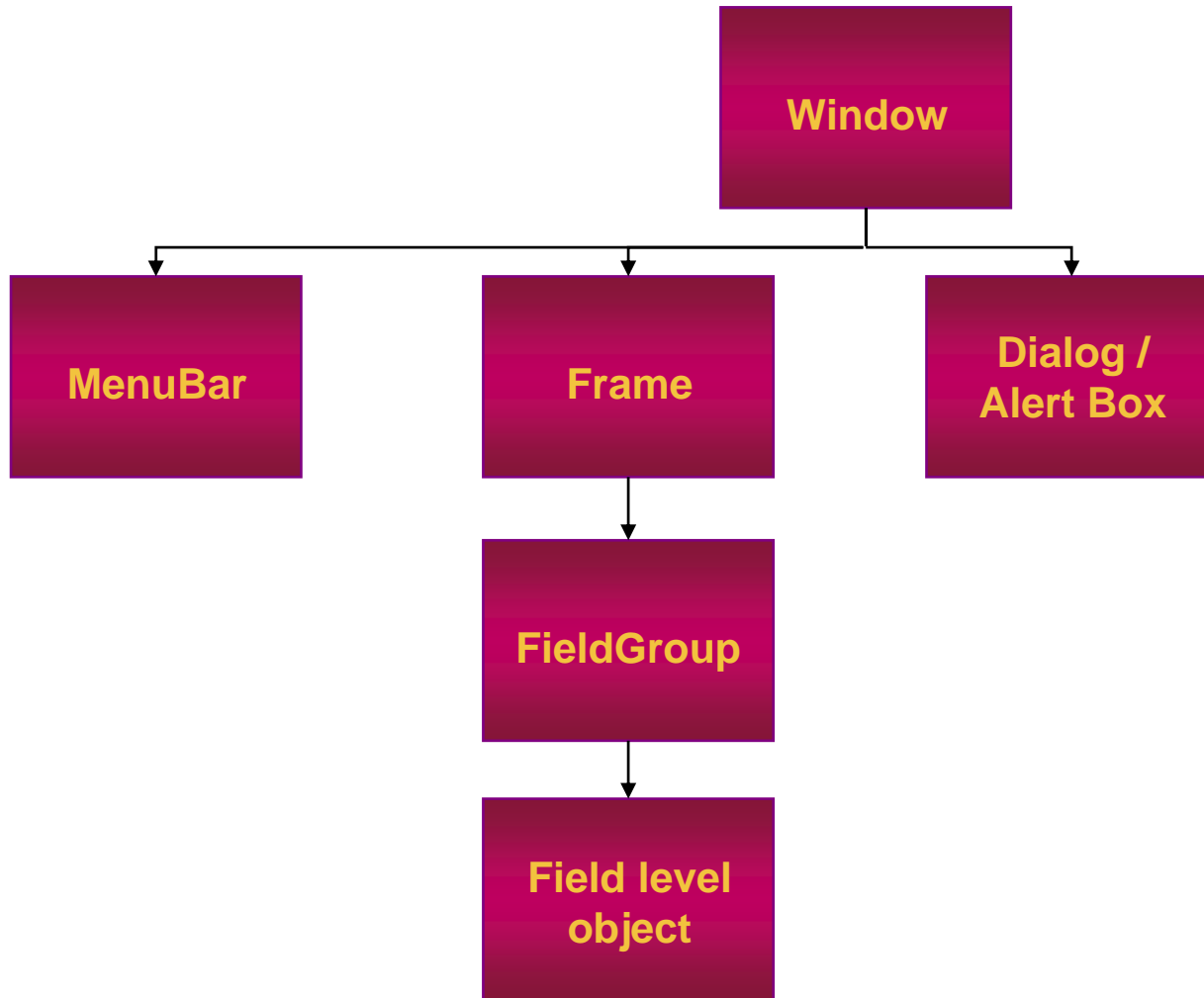
The Widget Tree



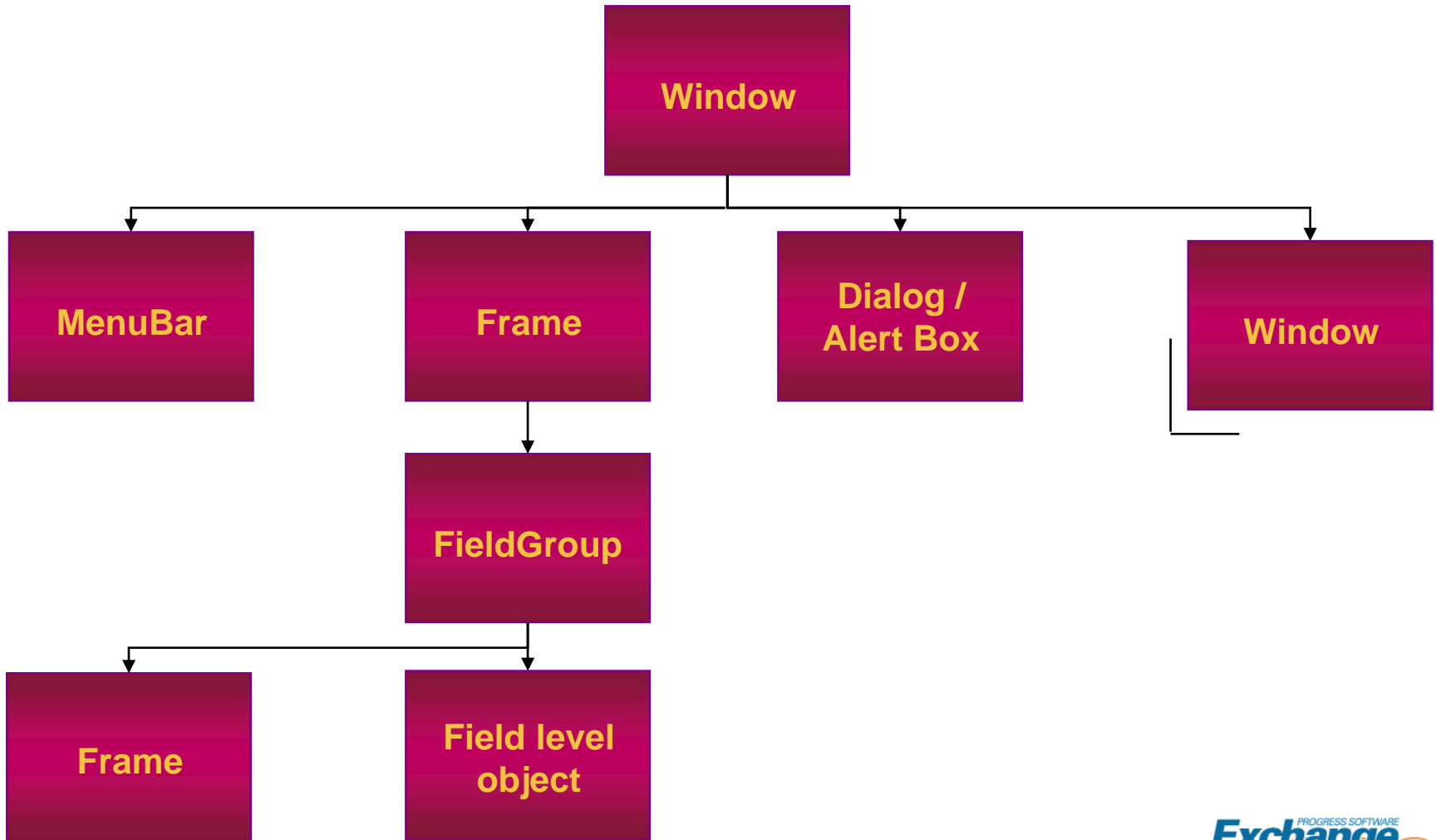
The Widget Tree



The Widget Tree

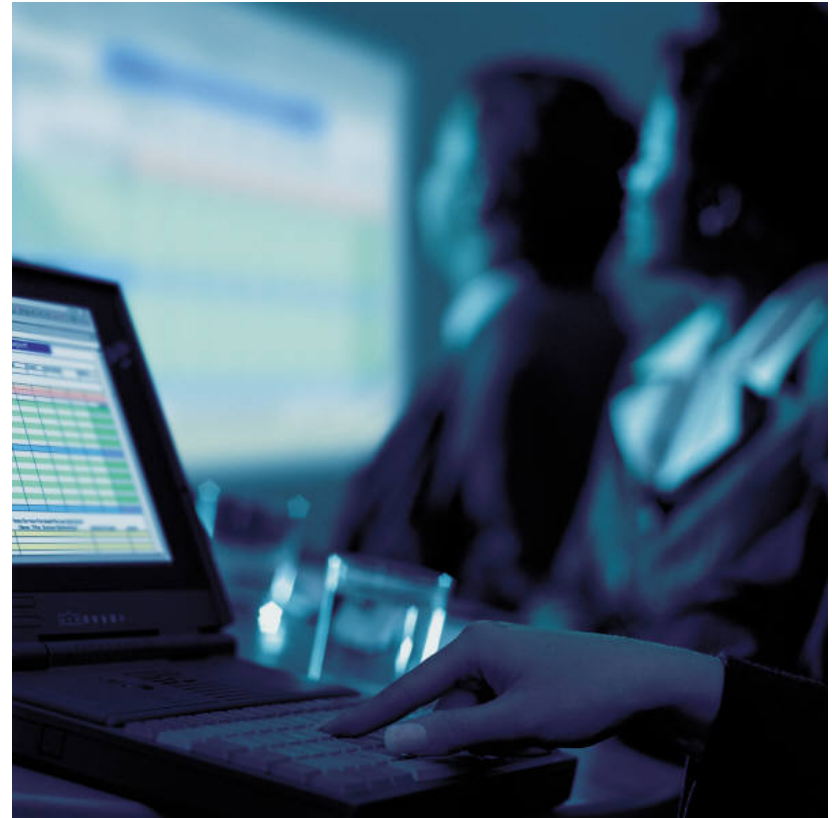


The Widget Tree with recursion

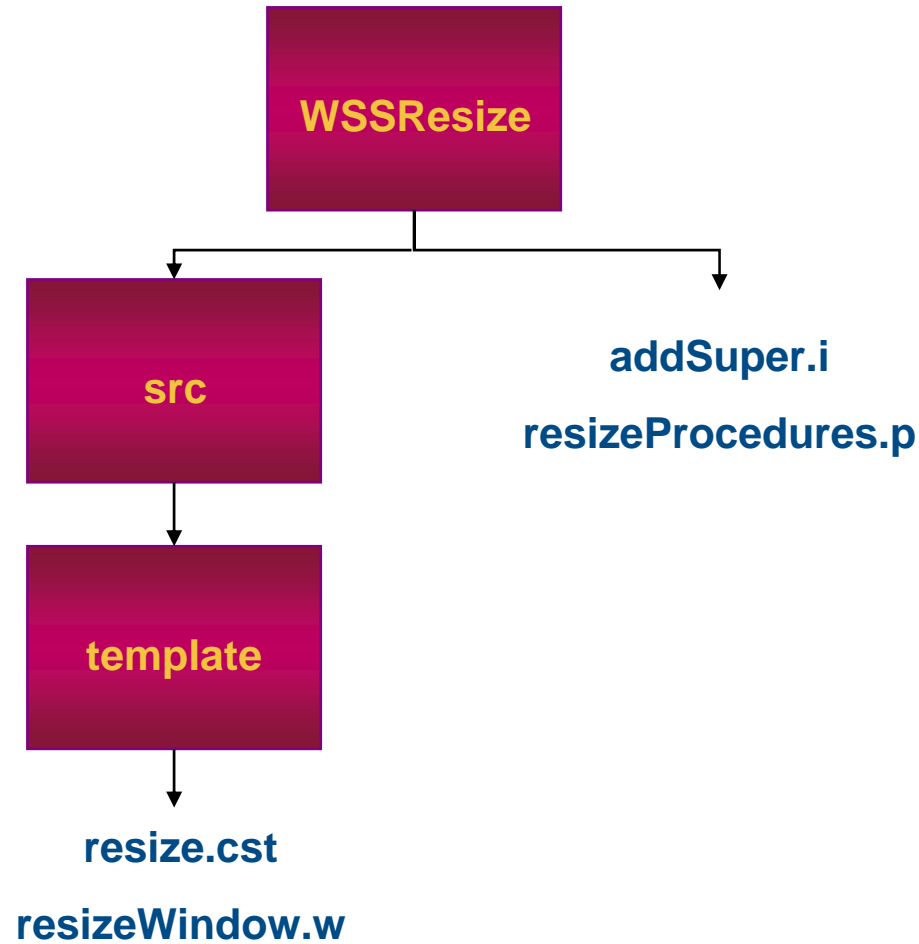


The Code...

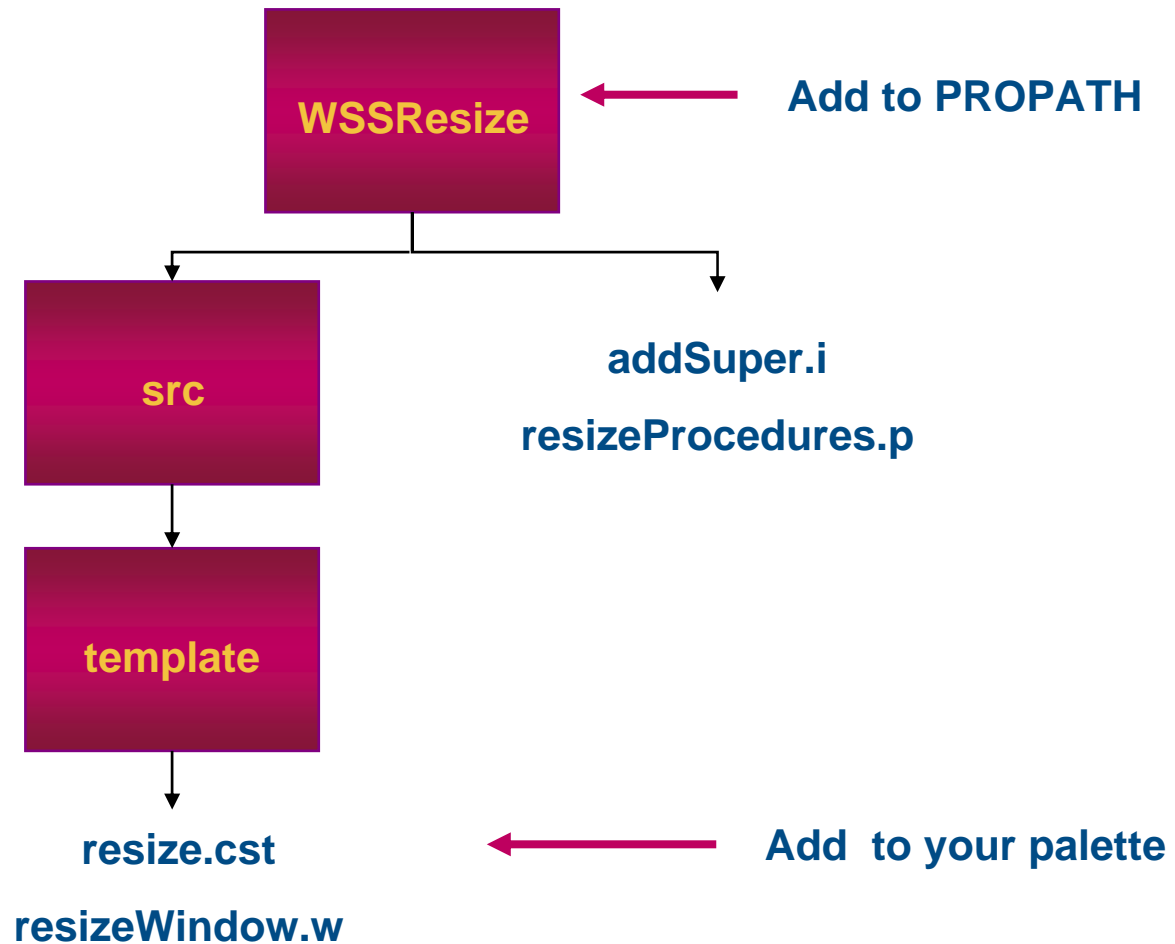
**A demonstration
of how it works**



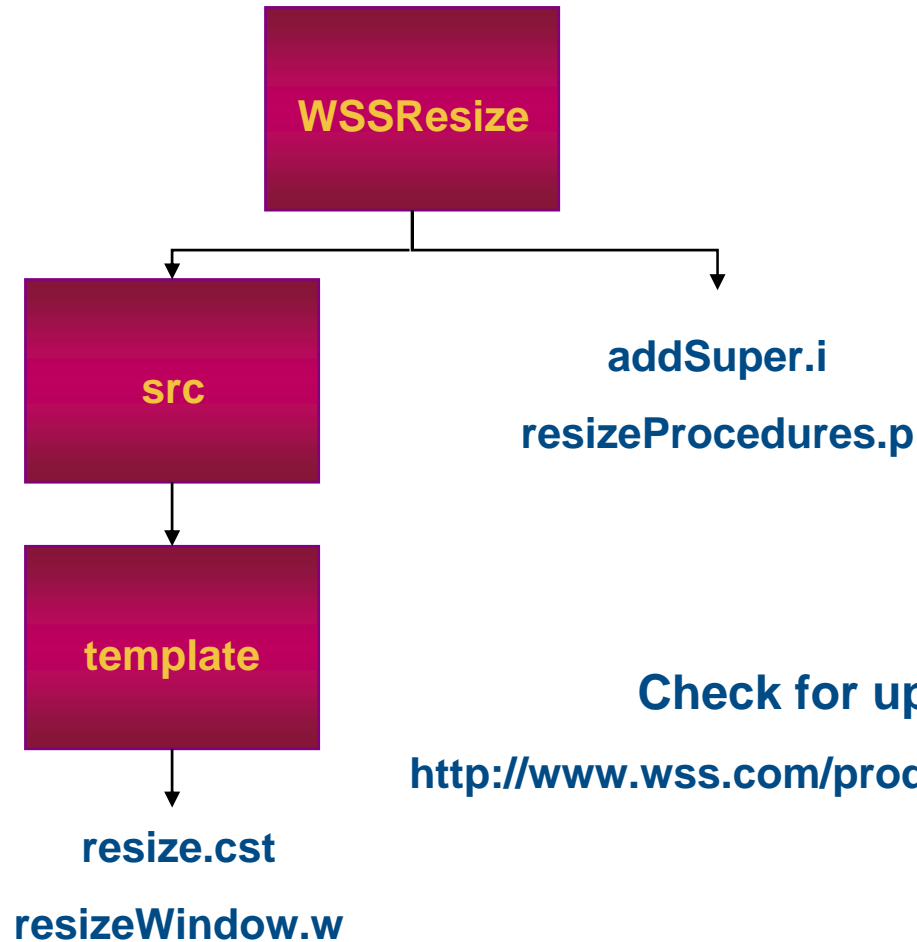
What's on the CD?



What's on the CD?



What's on the CD?



Check for updates at
<http://www.wss.com/products/downloads.htm>

Questions?

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Thank you for your time!

