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Thread: [\[C#\] Auto controls resizer](#)

Anon Scripter - February 11, 2019, 3:46 pm

Hi. When i first started coding, i had trouble with make an auto-resizer for the forums. But now, since i have 6 years of experience, it was hella easy to make, so im releasing it! :)

(Dont forget to vouch ?)

The good stuff:

This goes under SizeChanged:

```
Code      int nextH = (this.Height - current.Height);
          int nextW = (this.Width - current.Width);
          foreach(Control c in controls.Keys)
          {
              if (controls[c]) // If you want the height to be resized also (Very nifty)
              {
                  c.Height += nextH;
              }
              c.Width += nextW;
          }
          current = this.Size;
          this.Text = string.Format("YourForm ({0}, {1})", this.Width, this.Height); //display the width
and height (Not needed, just nifty for working on minimumsize)Declare this in global form:
```

```
Code      Size current = new Size();
          Dictionary<Control, bool> controls = new Dictionary<Control, bool>();How to use:
```

Put this in Form_Load:

```
Code      current = this.Size;
          controls.Add(this.YourControlWithHeightResize, true);
          controls.Add(this.YourControlNoHeightResize, false);Enjoy! ? - Anon Scripter
```

0xDEAD10CC - February 11, 2019, 4:41 pm

What's wrong with using the Anchor property? 6 years and you haven't discovered that yet? ?

Code Size current = new Size();"current" is actually probably not the best name either since it indicates the Size of the control before the size changed, which definitely implies past-tense.

I also don't see why you're using a Dictionary like this. It doesn't do anything more than a simple collection would because you're still looping through everything anyways by iterating the keys, and doing a lookup from there, rather than just looping through all of the KeyValuePair<TKey, TValue> entities. As long as the hashCode is unique the only thing it does is prevent the same control from being added.