

system.gui.reshapeComponent

Deprecated

As of 7.8.1. See `system.gui.transform()` instead.

Description

Sets a component's position and size at runtime. The coordinates work in the same way as the `system.gui.moveComponent` function.

Syntax

system.gui.reshapeComponent(component, x, y, width, height)

- Parameters

`JComponent` component - The component to move and resize

`int` x - The x-coordinate to move to, relative to the upper-left corner of the component's parent container.

`int` y - The y-coordinate to move to, relative to the upper-left corner of the component's parent container.

`int` width - The new width for the component

`int` height - The new height for the component

- Returns

Nothing

- Scope

Client

Code Examples

Code Snippet

```
#This code would go in a Timer's propertyChange script for animation.
```

```
if event.propertyName == "value":
    newX = event.newValue;
    newWidth = int(event.newValue*1.5)
    rect = event.source.parent.getComponent("Rectangle")
    system.gui.reshapeComponent(rect, newX, 150, newWidth, 80)
```