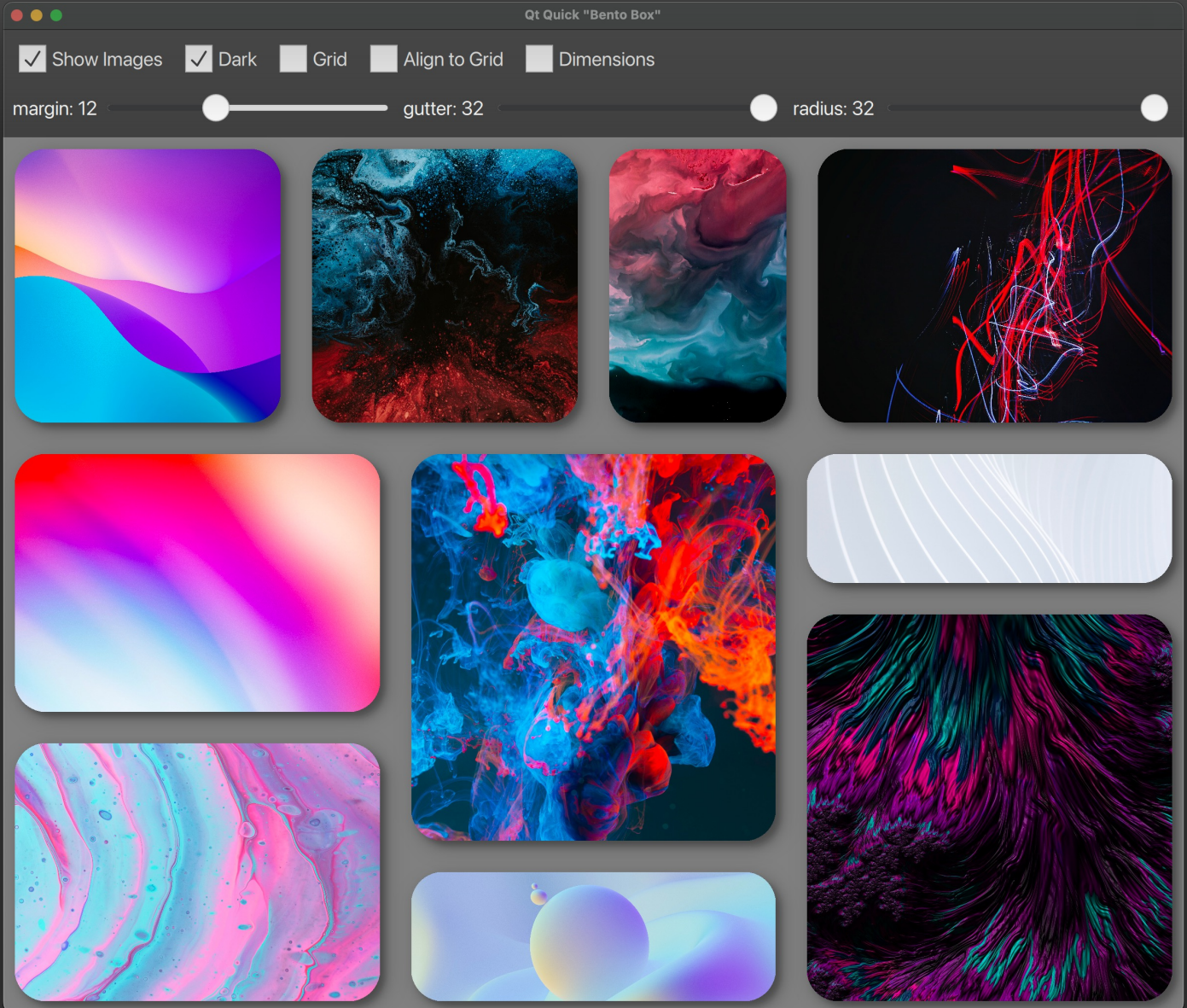


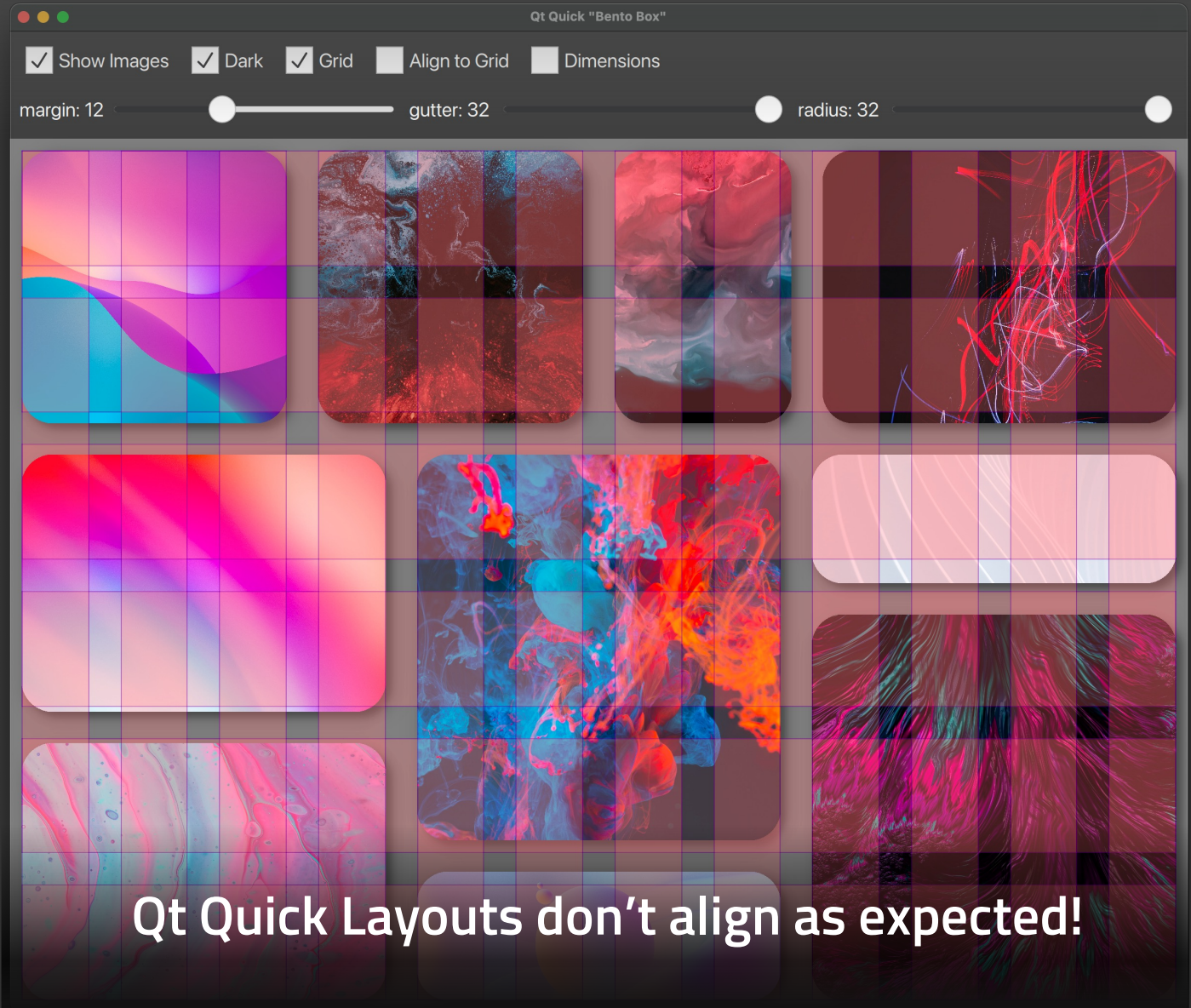
Bento Box

Looks nice... but is it the grid we want?



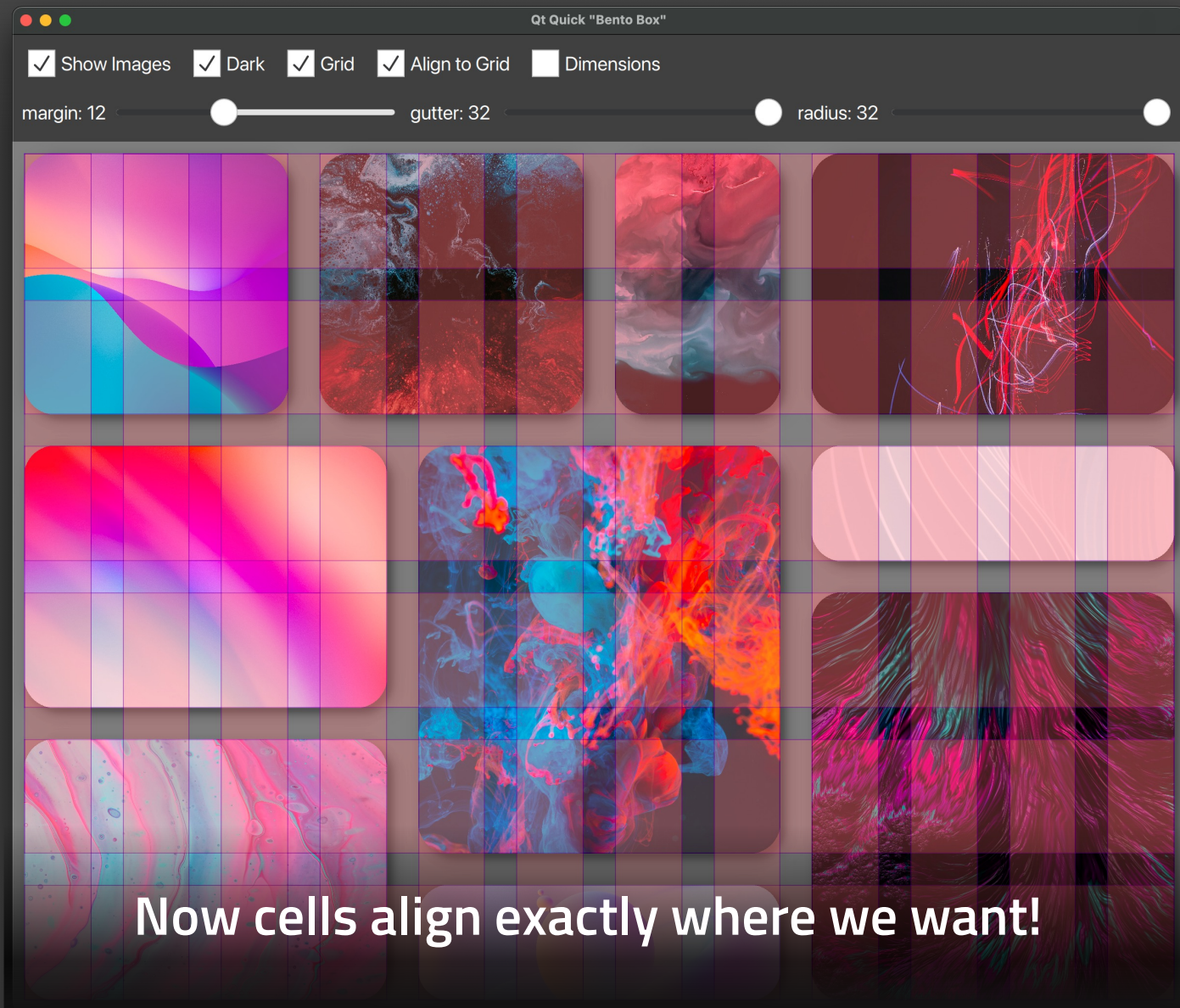
Bento Box

Let's make a 12x6
Qt Quick Layout:



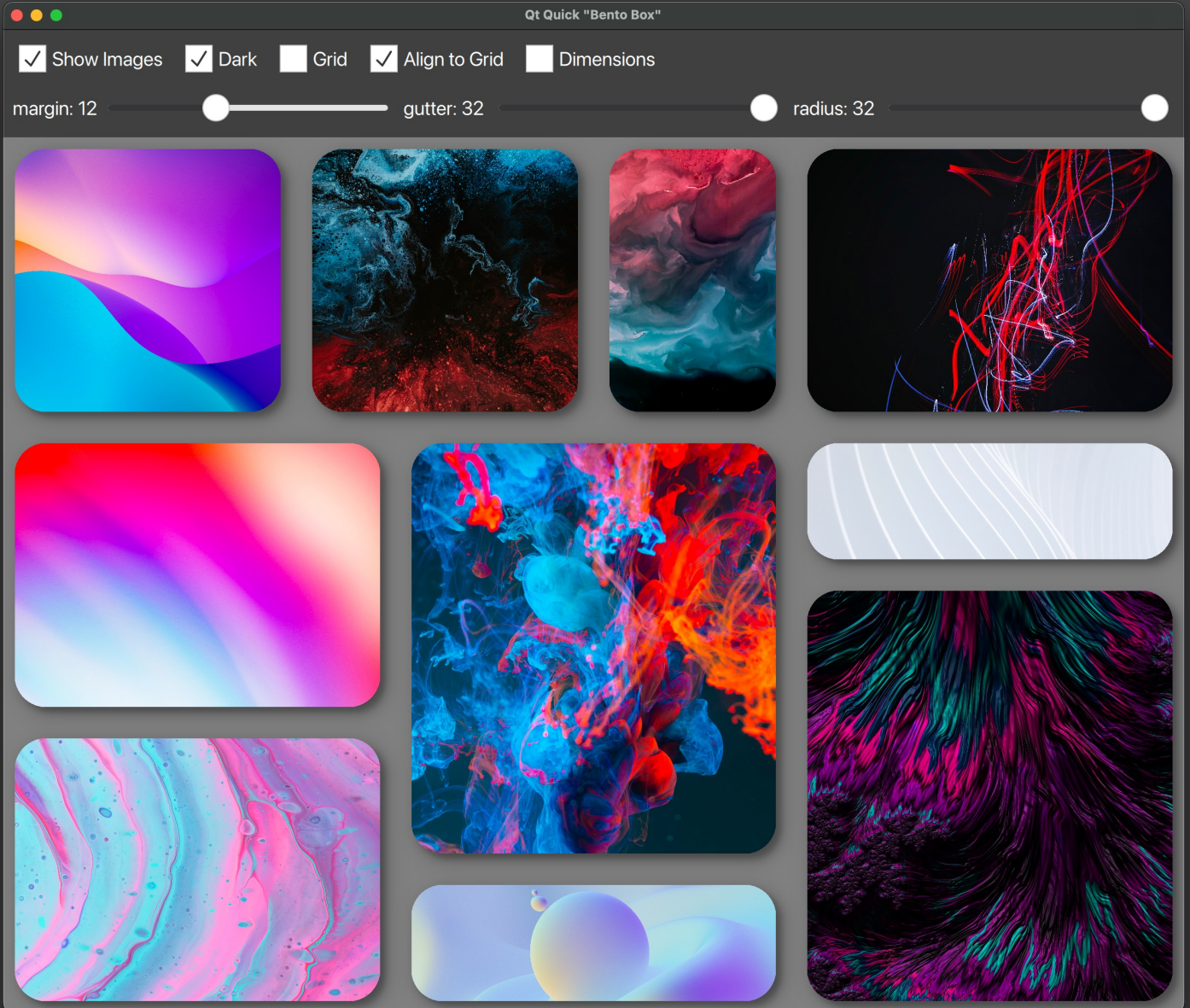
Bento Box

Now we align to our
"real" 12x6 grid!



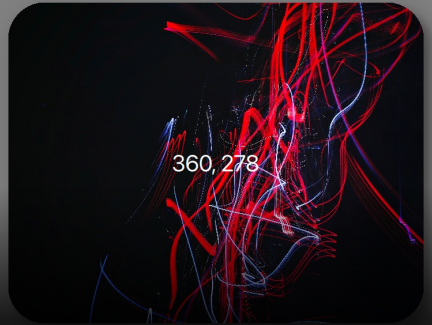
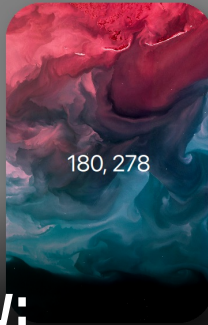
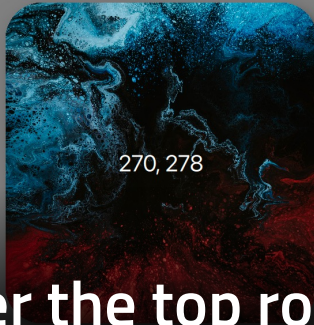
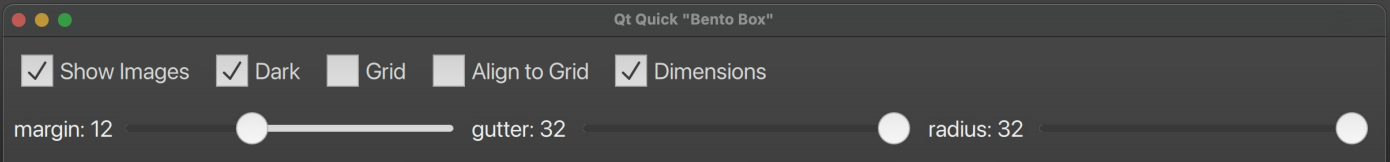
Bento Box

That's better!
So what's different?



Bento Box

Qt 12x6 Layouts: The default math...

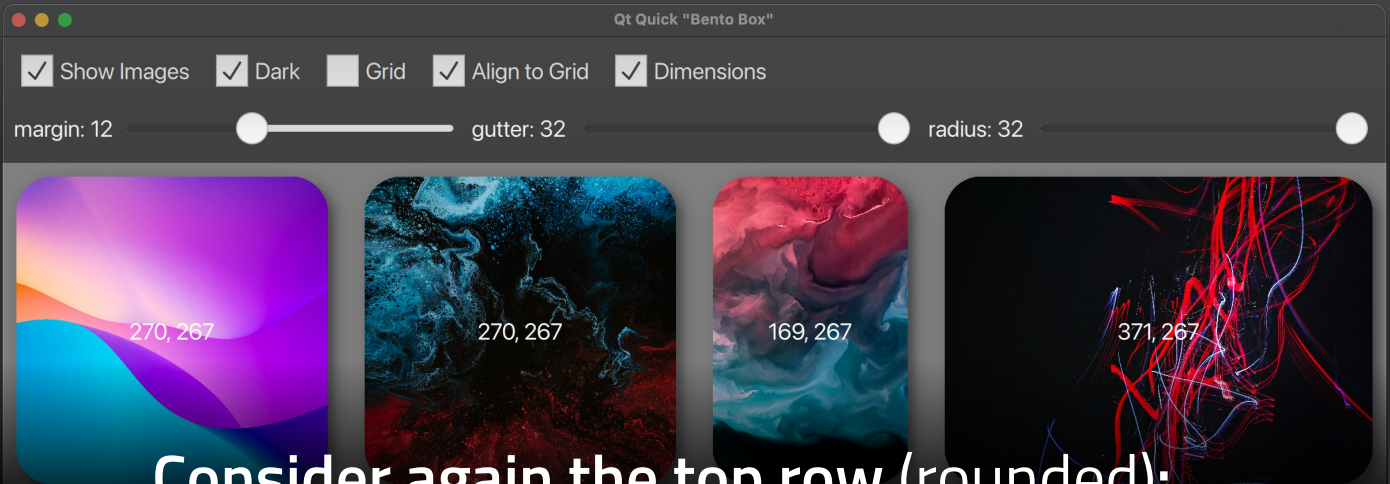


Consider the top row:

```
maxWidth      = 1200
gutterCount   = cellCount (4) - 1           = 3
innerWidth    = maxWidth - 2 * margin       = 1176
gutterTotal   = gutterCount * gutter        = 96
availWidth    = innerWidth - gutterTotal    = 1080
cellWidth     = availWidth / columns         = 90
cell1Width    = 3 (columns) * cellWidth     = 270
cell2Width    = 3 (columns) * cellWidth     = 270
cell3Width    = 2 (columns) * cellWidth     = 180
cell4Width    = 4 (columns) * cellWidth     = 360
```

Bento Box

Our 12x6 Layouts:
The *correct* math...

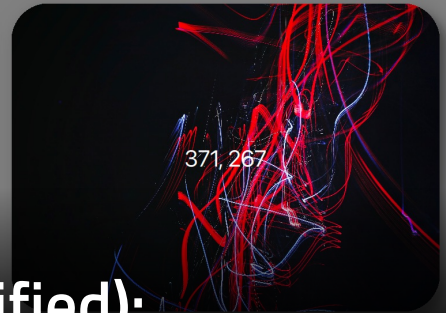
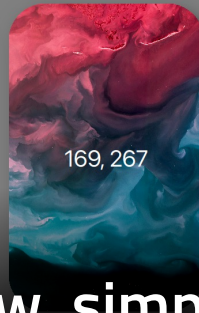
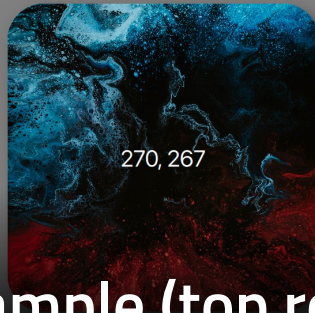
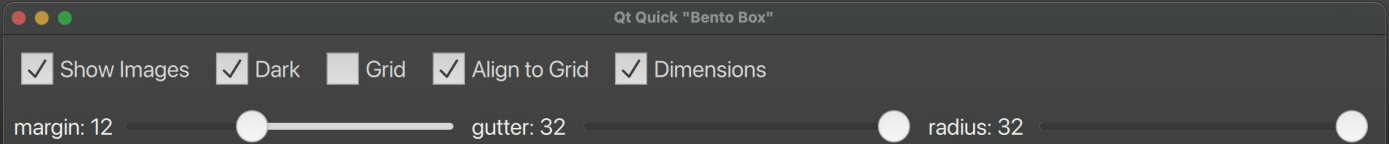


Consider again the top row (rounded):

$$\begin{aligned} \text{maxWidth} &= 1200 \\ \text{gutterCount} &= \text{columns} - 1 &= 11 \\ \text{innerWidth} &= \text{maxWidth} - 2 * \text{margin} &= 1176 \\ \text{gutterTotal} &= \text{gutterCount} * \text{gutter} &= 352 \\ \text{availWidth} &= \text{innerWidth} - \text{gutterTotal} &= 824 \\ \text{cellWidth} &= \text{availWidth} / \text{columns} &= 69 \\ \text{cell1Width} &= 3 (\text{columns}) * \text{cellWidth} &= 270 \\ \text{cell2Width} &= 3 (\text{columns}) * \text{cellWidth} &= 270 \\ \text{cell3Width} &= 2 (\text{columns}) * \text{cellWidth} &= 169 \\ \text{cell4Width} &= 4 (\text{columns}) * \text{cellWidth} &= 371 \end{aligned}$$

Bento Box

How to get your gutters cleaned?



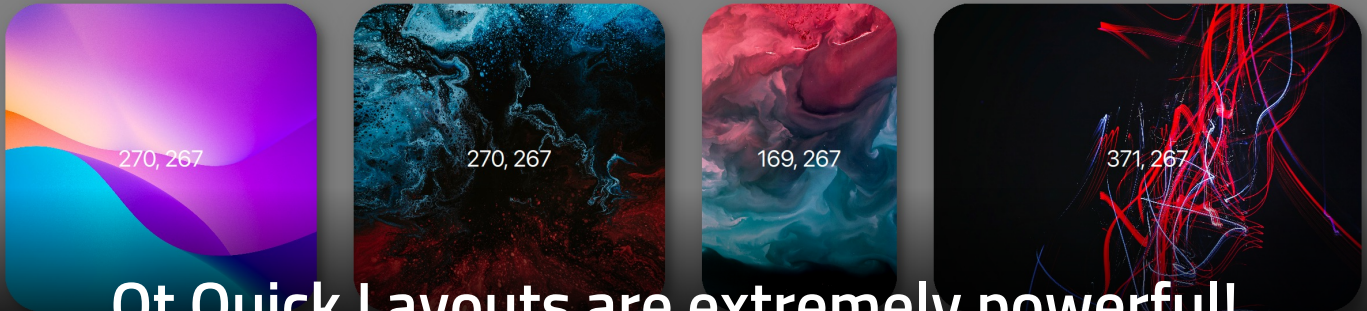
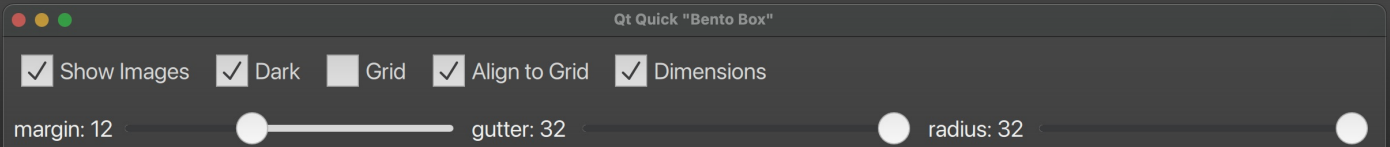
QML Example (top row, simplified):

```
GridCalculator { id: gridCalculator;
    rows: 6; columns: 12; anchors.fill: parent
    // boxWidth(colSpan), boxHeight(rowSpan) return values update dynamically
}
RowLayout {
    LayoutItemProxy { target: box1
        Layout.preferredWidth: gridCalculator.boxWidth(3)
        Layout.preferredHeight: gridCalculator.boxHeight(2)
    }
    LayoutItemProxy { target: box2
        Layout.preferredWidth: gridCalculator.boxWidth(3)
        Layout.preferredHeight: gridCalculator.boxHeight(2)
    }
    LayoutItemProxy { target: box3
        Layout.preferredWidth: gridCalculator.boxWidth(2)
        Layout.preferredHeight: gridCalculator.boxHeight(2)
    }
    LayoutItemProxy { target: box4
        Layout.preferredWidth: gridCalculator.boxWidth(4)
        Layout.preferredHeight: gridCalculator.boxHeight(2)
    }
}
```

*We must calculate each box size **manually** using a convenience item!*

Bento Box

Conclusion: consider all your gutters!



Qt Quick Layouts are extremely powerful!

But... Qt Quick Layouts calculate based on number of number of cells - 1
- which is (almost right) wrong!

Qt Quick Layouts should calculate based on number of gutters = columns (or rows) - 1
- which is correct!

**Please let Qt know if you want this fixed:
raise a feature request at account.qt.io!**