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Subject: Re: How do you make the widgets resizable?

Posted by [lectus](#) on Mon, 21 Nov 2011 10:58:24 GMT

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Thank you for your post! I now understand it!

U++ never fails to amaze me. It was actually pretty simple.

I just set `Sizeable().Zoomable()` and adjust the springs at the layout editor.

I just needed some explanation like yours to know where to look at.

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