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Subject: Re: ImageCtrl issue

Posted by [mrjt](#) on Wed, 07 May 2008 09:12:19 GMT

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luzr wrote on Wed, 07 May 2008 09:49cdoty wrote on Thu, 01 May 2008 15:24I am having a problem with ImageCtrl:

1) The size of the ImageCtrl is smaller than the image displayed, in MSC8 debug mode. For example, to display a 256x256 image, I have to set the ImageCtrl rect, in the layout designer, to 228x224.

The control works fine in MSC8 Optimal mode.

Units in layout are not exactly pixels; they get "zoomed" according to the actual default system font used (which makes sense, if you think about it

Mirek

I had the same problem when I was first using Upp. You have two solutions available (both at run-time, you have no way of accurately setting the size at design-time):

1- Resize the control

```
Rect r = imagectrl.GetRect();
```

```
r.SetSize(image.GetSize());
```

```
imagectrl.SetRect(r);
```

2- Rescale the image to fit the ctrl

```
imagectrl.SetImage(Rescale(image, imagectrl.GetSize()));
```

James

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