
Subject: Re: Using Qtf forgets control font
Posted by [mirek](#) on Mon, 07 Jul 2008 20:51:03 GMT
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cbpporter wrote on Mon, 07 July 2008 10:53luzr wrote on Mon, 07 July 2008 16:30If you use QTF in label, font is ignored. (-> a feature, not a bug

Mirek

Strange feature. A little counter-productive, but I guess I can compensate with extra Qtf. I tried something like this:

```
lblKun.SetFont(f).SetText("\1[!" + f.GetFaceName() + "! [3 " + ToUtf8(Join(kanji_.KunReading, EntrySeparator)) + "]]");
```

only to find out that using for 12 points is different from the StdFont height. Is there a function that takes a font height and return the Qtf magical number needed to obtain that size?

[/quote]

Unfortunately, things are a little bit more complicated (as usual). QTF is basically "physical unit format" (intended to be eventually printed). The unit is "dot" - 1/600 of inch. However, for screen displaying, there is zooming coefficient that is derived from Font-zoom.

Font "numbers" are tables of dots, but you can express the font height if you prepend it with '+', like "[+80 ...".

Mirek
