Subject: Re: Using Qtf forgets control font
Posted by mirek on Sun, 31 Aug 2008 08:46:40 GMT

Sorry, "FontZoom" is "general term". The methods are

Ctrl::

```
static const char *GetZoomText();
static void SetZoomSize(Size sz, Size bsz = Size(0, 0));
static int  HorzLayoutZoom(int cx);
static int  VertLayoutZoom(int cy);
static Size LayoutZoom(int cx, int cy);
static Size LayoutZoom(Size sz);
static void NoLayoutZoom();
static void GetZoomRatio(Size& m, Size& d);

static int  HZoom(int cx)                 { return HorzLayoutZoom(cx); }
```


The idea behind this is that there is some basic font size. All dialog layouts are designed with this basic font size in mind - and these are units shown in layout designer.

Then there is "GetZoomText" - a standard text whose size is known in basic font size (by basic font we consider here the "normal font" used for most texts in GUI).

Then, when U++ app is started, the same text is measured in host platform "normal GUI font" and this new size / "standard size" is taken as "FontZoom ratio".

This is the best solution I was able to invent... In practice, it works pretty well.

Mirek