Subject: Win32 / Linux layouts
Posted by mirek on Wed, 18 Feb 2009 08:25:56 GMT

This is a reply to a message sent by PM, which I believe has universal importance:

Quote:
Now a "problem" i have. I've coded my app mostly on Linux and now when i've ported it to Windows to build it for release i have problems related to windows made with layout editor. If in Linux they were looking good now on Windows i have to re-arrange them, resize some widgets, windows, to achieve a Windows Look and Feel, it's isn't "normal", no?, i know in theIDE we not change layout based on which OS it run. What's your advice? Programming it on Windows to look good on Windows and then it will look almost good on Linux(or viceversa and look bad on Win) ? Or you have some standards which you follow, such as height and width of buttons, labels, spaces between Switch controls, spaces between widgets, etc.

In short, LayoutZoom system is not all powerful. I think that changes you see are due to differences between basic GUI fonts.

Usually, you have to perform sort of iterative fix - fix what looks bad in Win32, then recheck in Linux etc.. Usually, you just have to increase the size of widgets a little...

Mirek