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Subject: Re: Configuration Flags Windows -> Missing Captions and Buttons  
Posted by [mirek](#) on Tue, 09 May 2006 13:18:17 GMT

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3togo wrote on Tue, 09 May 2006 09:03I guess I've found where the bug comes from.

In Switch.cpp between line 202 and 211

```
//if(horz) {  
// x += hr.Width() + sz.cy / 2;  
// posx[i] = x;  
//}  
//else  
y += linecy;  
}  
//if(horz)  
// posx[i - 1] = sz.cx;  
}
```

theide sets horz to true by default which contradicts with the visual display shown by the layout editor.

By the way, is there any way to set "switch button" to vertical within the layout editor.

Many thanks

3togo

I am afraid it is more complicated and has a lot of to do with that font....

The normal behaviour is: If it fits vertically, it is vertical. If not, it is horizontal.

With normal windows font, that dialog looks OK. However, the font on the screenshot does not seem normal MS SansSerif or Tahoma. (font on screenshot obviously has serifs).

Of course, U++ is able to deal with that as well, as it scales layouts based on current font. So far, it worked OK on any platform tested. But in this particular case, something went wrong...

What is that font?

Mirek

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