
Subject: Re: Weired appearance of GUI elements
Posted by [MatthiasG](#) on Mon, 28 Mar 2011 14:18:35 GMT
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Hi again,

i dont know, if my problem is the same as kohaits, but...
in tabctrl.cpp at the beginning there is something like:

```
CH_STYLE(TabCtrl, Style, StyleDefault)
{
    font = StdFont();
    tabheight = font.Info().GetHeight() + 8;
```

if i run my program in debug mode, the font.Info().GetHeight() call returns 0. Running in Optimal mode returns 13.
Couldn't reproduce this problem in a simple testcase though, so i think the error is somewhere in my own code...