Subject: Zooming layouts and different behaviour windows/linux
Posted by mdelfede on Wed, 10 Aug 2011 17:18:21 GMT

View Forum Message <> Reply to Message

Hi,

As some of my customers complained about small fonts in windows version of my app, I started do dig a bit inside.
The worst stuff was a RichTextCtrl with a drawing inside, which got completely different scale.

Resuming, with NO changes in code, here the windows (from a full-screen running virtualizer, resolution 1440x900 as native one) :

You can also notice the picture upper right (a Picture control),
this one is made by aid of Painter + Drawing; internal sizes calculations are based on fixed font size, so the windows version get shrinked (font size 15, windows one 11 IIRC).

Adding this couple of lines makes it better :


```
#ifdef PLATFORM_WIN32
 SetStdFont(StdFont(15));
 Ctrl::SetZoomSize(Size(147, 21), Size(99, 13));
 InitRichTextZoom();
#endif
```


But IMHO it's really an ugly hack... but I had to do it because I was in hurry. It's taken from Linux values and code.
Btw, you can notice that tabs are NOT zoomed vertically, so the 2 editfields at top overlap with tab contents when zoomed, so I
believe it's a bug.... or not ?

Finally, the nice-looking linux version here; that one has fonts quite bigger than windows version, and I don't know why :

So, some questions :

1) Why are font sizes SO different from windows to linux ?
2) It's correct that tabs are not zoomed vertically ?
3) Applying this :

```
 Ctrl::SetZoomSize(GetStdFont().GetSize(), Size(99, 13));
```

Sometimes the "growth" of elements don't match text one, so, for example, for some text sizes the buttons become too small to contain its label. Shouldn't they grow exactly (almost) as the text ?

Ciao

Max

File Attachments
1) 01-windows.png, downloaded 1257 times
2) 02-windows.png, downloaded 1340 times
3) 03-linux.png, downloaded 1332 times