Subject: Re: Zooming layouts and different behaviour windows/linux
Posted by mirek on Fri, 12 Aug 2011 15:28:51 GMT

mdelfede wrote on Fri, 12 August 2011 11:23mirek wrote on Fri, 12 August 2011 17:09

Somewhat weird, as IMO it already depends on font height:

```
CH_STYLE(TabCtrl, Style, StyleDefault)
{
 font = StdFont();
 tabheight = font.Info().GetHeight() + 8;
 margin = 2;
```

One possible explanation is that layout is initialized before you change the font. Put sime DDUMPs/DLOGs to find out...

Mirek

Yep, it's initialized *before* for sure.
But, here we've got 2 different problems :

1) Calculated font and widgets sizes are quite different from Linux and windows. On windows we get small chars. DPI is set on 96 on my machine, so it's the normal one
I think it would be nicer to have similar font sizes on both, otherwise it's quite hard to have an uniform layout on both environment.

2) There should be a consistent way to resize fonts AND widgets on the fly, or at least at application startup... just after GUI_APP_MAIN.
Now, if I change font size there, layout don't change. If I zoom layout manually, layout changes, but tabs vertical sizes don't.

Max

IMO, font size should basically follow the font size of host machine - that is what is chameleon for...

Now, it is unfortunately true that chameleon picks values only at beginning. However, if you would want to change it during program run, you would have to have some way how to set new values everywhere value is present. E.g. we have something like AttrText with SetFont method that is supposed to fill ArrayCtrl - you would have to refill ArrayCtrl if settings change. That IMO would require a lot of work for client code....