
Subject: Re: Zooming layouts and different behaviour windows/linux

Posted by [mdelfede](#) on Fri, 12 Aug 2011 15:34:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Fri, 12 August 2011 17:28

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....

It's true, but it doesn't seem to me that fonts are **so** different.... windows are smaller, of course, but the difference spotted by Upp is huge.

Anyways, it should be a way to adjust fonts/layouts sizes **before** chamaleon grab them... otherwise, resizing fonts is useless.

What about some way to call an user function that do the job before Upp does its settings ? maybe with a #define which, when set, calls an user function, or something like this....

Max
