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

Posted by [mdelfede](#) on Sun, 14 Aug 2011 15:50:49 GMT

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mhhh... I tried in Linux, putting a breakpoint here :

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

and one just at the beginning of GUI_APP_MAIN.

The CH_STYLE is hit BEFORE, so tabs get wrong height.

Here the backtrace after debug hit :

```
Upp::TabCtrl__Style__StyleDefault::Init (this=0x222b2c0) at
/home/massimo/sources/upp-svn/uppsrc/CtrlLib/TabCtrl.cpp:7
Upp::TabCtrl::StyleDefault () at /home/massimo/sources/upp-svn/uppsrc/CtrlLib/TabCtrl.cpp:5
Upp::ChHostSkin () at /home/massimo/sources/upp-svn/uppsrc/CtrlLib/ChGtk.cpp:483
Upp::Ctrl::ChSync () at /home/massimo/sources/upp-svn/uppsrc/CtrlCore/Ctrl.cpp:908
Upp::Ctrl::InitX11 (display=0x0) at
/home/massimo/sources/upp-svn/uppsrc/CtrlCore/X11App.cpp:412
main (argc=1, argv=0x7ffffffe698, envptr=0x7ffffffe6a8) at
/home/massimo/sources/upp-svn/TimberStruct/TimberStruct/TimberStruct.cpp:727
```

ciao

Max

p.s.: my ide hangs on windows when I run under debugger with breakpoint set. Is my problem or a but ? Using MSC9 and related sdk.