Subject: Re: Zooming layouts and different behaviour windows/linux
Posted by Sender Ghost on Wed, 17 Aug 2011 17:12:02 GMT
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Hello, Mirek and Massimo.

mirek wrote on Mon, 15 August 2011 15:28
OK, I have tried to make chameleon detect changes made to the font later, so perhaps it will now work...

It is not necessary, in my opinion, at least for this case. What it really adds is some overhead to check font of each Ctrl in constructor, which noticable for applications with many Ctrls, even for TheIDE.
mdelfede wrote on Wed, 17 August 2011 13:43
Yep it works now... it's enough to change font height on GUI_APP_MAIN and all layouts gets resized.

With changes, which Mirek added, it is possible to change default font size for Ctrls inside GUI_APP_MAIN, as you said. You could achieve the same with INITBLOCK, without such changes before:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

INITBLOCK {
 SetStdFont(StdFont(20));
}

class App : public TopWindow {
public:
 typedef App CLASSNAME;
 App();

 TabCtrl tabs;
 EditString text;
};

App::App()
{
 Title("TabCtrl size test");
 CenterScreen().Sizeable().MinimizeBox().MaximizeBox();
 SetRect(Size(640, 480));

 Add(tabs.VSizePosZ(4, 4).HSizePosZ(4, 4));
 Add(text.RightPosZ(4, 100).TopPosZ(4, 19));

 tabs.Add("First"); tabs.Add("Second"); tabs.Add("Third");
```

```
 text.SetData("Some text");
}

GUI_APP_MAIN
{
 App app;
 app.Run();
}
```

I suggest you, Massimo, to provide full testcase with your problem, not just screenshots.
I see from screenshots, that different fonts and font sizes used for Windows and Linux
environments, which configurable.