
Subject: Bug: Ctrl::NoLayoutZoom() has no effect
Posted by [steffen](#) on Mon, 19 Mar 2012 21:46:03 GMT
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I'm using Upp-4193 on Ubuntu 10.10 64-bit.

My program should run on embedded hardware with a VGA screen and I was trying to test it without zooming. I designed my program to fit the 640x480 pixel VGA resolution, but the zooming makes it larger.

I would expect NoLayoutZoom to turn off the zooming, is that correct?

NoLayoutZoom calls ReSkin which resets the zooming before calling Csizeinit. It ends up with the same scale as before.

On my system (laptop) my default StdFont gives another size than hardcoded: Dsize = Size(99, 13), giving me a somewhat larger program window than expected.

Tomorrow I will try it on the embedded hardware to see if it scales correctly there.

Regards,
Steffen

Edit:

This is strange. I tried to build my project on another workstation and then suddenly the NoLayoutZoom function works.

It is using a local copy of uppsrc and they are different:

// Working:

```
void Ctrl::NoLayoutZoom()
{
    GuiLock __;
    Csize = Dsize = Size(1, 1);
}
```

// NOT working:

```
void Ctrl::NoLayoutZoom()
{
    GuiLock __;
    Csize = Dsize = Size(1, 1);
    ReSkin();
}
```

Both systems are Upp-4193 on Ubuntu 10.10 64-bit, but U++ has been installed and updated for several years on the workstation.

Is there a way to see what version of uppsrc is in my local copy?

Would it be better for me to use the latest from svn?
