
Subject: Re: Zooming layout in Windows
Posted by [Lance](#) on Sat, 21 Apr 2012 17:56:13 GMT
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Hi Jerson:

Not sure if you're looking for something like this, but:

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

using namespace Upp;

struct MyApp : public TopWindow
{
    MyApp()
    {
        lt.SetLabel("5x5");
        rt.SetLabel("5x2");
        lb.SetLabel("2x5");
        rb.SetLabel("2x2");

        Add(lt);
        Add(rt);
        Add(lb);
        Add(rb);
    }
    virtual void Layout()
    {
        Size sz=GetSize();
        int w1,h1;
        w1=sz.cx*5/7;
        h1=sz.cy*5/7;
        lt.LeftPos(0,w1).TopPos(0,h1);
        rt.LeftPos(w1,sz.cx-w1).TopPos(0,h1);
        lb.LeftPos(0,w1).TopPos(h1,sz.cy-h1);
        rb.LeftPos(w1, sz.cx-w1).TopPos(h1,sz.cy-h1);
    }

    Button lt, rt, lb, rb;
};

GUI_APP_MAIN
{
    MyApp().Sizeable().Run();
}
```