Subject: Re: Zooming layout in Windows
Posted by jerson on Sun, 22 Apr 2012 00:52:51 GMT
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Dear Lance

Thank you very much.  I reeally appreciate your help.  I am considering something on the lines of this (I'm using pseudo code here).

```
Size Designsz = OriginalLayoutSizePos (const)
Size wsz = GetSizePos(MainWindow);  // current sizepos
int ratiox = wsz.x / Designsz.x;    // amount of X change
int ratioy = wsz.y / Designsz.y;    // amount of Y change

// for each widget on the layout, (helps to add/remove widgets later on as the project grows)
for (Widget=0; Widget < LastWidget; Widget++)
{
   // scale each widget.  Maybe I need to adjust the LeftPos and TopPos too for each widget
   Widgets[Widget].Size.x *= ratiox
   Widgets[Widget].Size.y *= ratioy
}

// update all widgets on the layout
Refresh();
```