
Subject: Re: Bug: Ctrl::NoLayoutZoom() has no effect
Posted by [steffen](#) on Wed, 30 May 2012 12:19:06 GMT
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Hi Mirek,

Thank you for applying the patch. I just got the newest from svn and noticed you removed one line in NoLayoutZoom:

```
Csize = Dsize = Size(1, 1);
```

This unfortunately has the side effect of keeping the zoom functionality in the HorzLayoutZoom, VertLayoutZoom and LayoutZoom functions.

So calling TopPosZ, in my case resulted in a little more spacing than I hoped for.

Btw. Thank you and all contributors for the awesome work your have put into U++. It's hard to learn but what a wonderful sight it is to look through the code I have completed until now.
