
Subject: Re: Zooming layouts and different behaviour windows/linux
Posted by [mdelfede](#) on Sun, 24 Jun 2012 12:36:54 GMT
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Well... here a simple testcase which shows a couple of interesting things :

TestLayoutZoom.lay :

```
LAYOUT(TestLayoutZoomLayout, 200, 100)
ITEM(EditString, test2, LeftPosZ(112, 64).TopPosZ(40, 19))
ITEM(EditIntSpin, charSize, LeftPosZ(112, 64).TopPosZ(16, 19))
ITEM(Label, dv___2, SetLabel(t_("Label2 :")).LeftPosZ(4, 104).TopPosZ(44, 16))
ITEM(Label, dv___3, SetLabel(t_("Label1 :")).LeftPosZ(4, 104).TopPosZ(20, 16))
END_LAYOUT
```

main.cpp :

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

using namespace Upp;

#define LAYOUTFILE <TestLayoutZoom/TestLayoutZoom.lay>
#include <CtrlCore/lay.h>

class TestLayoutZoom : public WithTestLayoutZoomLayout<TopWindow>
{
    void sizeEditCb(void);
public:
    typedef TestLayoutZoom CLASSNAME;

    TestLayoutZoom();
};

void TestLayoutZoom::sizeEditCb(void)
{
    SetStdFont(StdFont(~charSize));
}

TestLayoutZoom::TestLayoutZoom()
{
    CtrlLayout(*this, "Window title");
    charSize <=<= 15;
    charSize <=<= THISBACK(sizeEditCb);
}

GUI_APP_MAIN
{
```

```
TestLayoutZoom().Run();  
}
```

On FIRST editspin change, I see just the label sizes which change; on next editspin changes, nothing more happens.

The layout is unchanged anyways.

Expected behaviour : layout and its elements should follow edispin value.

Besides of layoyut don't being updated, it seems that calls to SetStdFont() following first one are ignored.

Max