
Subject: Re: Upp GUI size in Win and Ubuntu
Posted by [Didier](#) on Thu, 09 May 2013 12:50:12 GMT
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Hi all,

Ctrl::NoLayoutZoom(); did the trick for me, the background image now displays correctly (I didn't want to stretch it since it indicated me if the dialog displayed correctly or not) AND the application displays correctly on the 320*240 screen (which size is of coarse fixed)

Thank-you Sender-Ghost
