Subject: [bug] Moved UI components on different systems
Posted by crydev on Fri, 23 Aug 2013 09:52:57 GMT
View Forum Message <> Reply to Message

Hello,

When distributing my application over different systems I encountered weird behavior on some.
On a Windows 7 x64 machine of a friend the UI looks like this:

I tried different positioning calls:

RightPos/LeftPos + BottomPos/TopPos;
HSizePos + BottomPos/TopPos.

I tried HSizePos on all controls because I noticed different behavior on controls that used it. But
unfortunately changing all did not have the desired effect.

Why does the UI change like this over different systems? I think it is a rare occasion but what
could be the cause of this problem?

Thanks, crydev

File Attachments
1) IMG_23082013_111756.png, downloaded 539 times