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Subject: [bug] Moved UI components on different systems

Posted by [crydev](#) on Fri, 23 Aug 2013 09:52:57 GMT

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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

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## File Attachments

1) [IMG\\_23082013\\_111756.png](#), downloaded 687 times

