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Subject: ArrayCtrl.AsQtf bug?

Posted by [forlano](#) on Sun, 01 Sep 2013 20:57:07 GMT

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Hello,

today I experienced a very strange problem in my application.

This is how it looks a qtf file on a windows 7 machine with resolution (around) 1300x768:

and this is how it should look (got on a XP machine) 1024x768 resolution

Both images are produced by the same executables with the same data.

What make the difference is the following string that defines the table in the qtf file:

in the first picture it is

`{}{74:425:75:424:75:150:0:100:0@L`

in the second one (that correct) it is

`{}{38:220:38:220:38:78:0:52:0@L`

Both qtf table are generated automatically by

`arrp.AsQtf();`

method that I use to get for free a qtf table from a populated ArrayCtrl (just I add a header and footer to it).

From what I can see it seems the method AsQtf() is resolution dependent. Is it true?

If yes the proportion are not correct, at least at that I have used. My Upp version is the old 4603.

Only now I (believe to) have understood where the issue is. Tomorrow I'll try to modify the resolution on the windows 7 machine to test my hypothesis and let you know.

Thanks,

Luigi

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### File Attachments

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- 1) [v1.png](#), downloaded 587 times
- 2) [v2.png](#), downloaded 588 times

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