
Subject: ArrayCtrl.AsQtF bug?

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

[View Forum Message](#) <> [Reply to Message](#)

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

File Attachments

1) [v1.png](#), downloaded 587 times

2) [v2.png](#), downloaded 588 times
