
Subject: Re: Layout scaling different on two machines.

Posted by [deep](#) on Fri, 30 Sep 2016 07:04:12 GMT

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Hi,

I found out work around for my requirement.

It is not generic solution. but will work for me.

It is quick fix. Will use is for the specific project

I modified CtrlCore/Ctrl.cpp file

Then compiled IDE. Will use it from different folder along with its sources.

```
void InitRichTextZoom()
{
    Ctrl::Bsize = Ctrl::Csize = Ctrl::Dsize = Size(1, 1); // NO ZOOM EVER
    Size h = 96 * Ctrl::Bsize / Ctrl::Dsize;
    SetRichTextStdScreenZoom(min(h.cx, h.cy), 600);
    Ctrl::ReSkin();
}
```

```
void Ctrl::Csizeinit()
{
    GuiLock __;
    if(Csize.cx == 0 || Dsize.cx == 0) {
        if(Csize.cx == 0)
            Csize = GetTextSize(sZoomText, StdFont());
        Bsize = Csize;
        if(Dsize.cx == 0)
            Dsize = Size(99, 13);
        Csize.cx = max(Csize.cx, Dsize.cx);
        Csize.cy = max(Csize.cy, Dsize.cy);
        Bsize = Csize = Dsize = Size(1, 1); // NO ZOOM EVER
        InitRichTextZoom();
    }
}
```

```
void Ctrl::SetZoomSize(Size sz, Size bsz)
{
    GuiLock __;
    Csize = sz;
    Dsize = bsz;
    IsNoLayoutZoom = false;
    Bsize = Csize = Dsize = Size(1, 1); // NO ZOOM EVER
    ReSkin();
}
```

Added lines where NO ZOOM EVER comment is there.
