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Subject: Re: Size of TopWindow is different then the size I set for it

Posted by [mirek](#) on Sat, 24 Jun 2017 13:23:04 GMT

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rafiwui wrote on Fri, 23 June 2017 15:58 When I wanted to add some buttons to a window I encountered a problem:

They were not fully visible. I added them depending on the size returned by TopWindow::GetSize() so I thought they should fit.

Can someone tell me why the TopWindow is not in the size I gave him?

Here is an example code snippet that should produce the problem properly:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{  
    TopWindow app;  
    app.SetRect(0, 0, 500, 200);
```

```
    Button button1;
```

```
    // Button 1 should be centered and with a bit of space on both sides and a bit of space to  
    // the top
```

```
    button1.SetLabel("Test Button 1").LeftPosZ(10, 480).TopPosZ(10, 80);
```

```
    Button button2;
```

```
    // Button 2 should be centered and with a bit of space on both sides and a bit of space to  
    // the bottom. This time the size is measured from the size of the TopWindow and not  
    // hardcoded
```

```
    button2.SetLabel("Test Button 2").LeftPosZ(10, app.GetSize().cx - 20).TopPosZ(110, 80);
```

```
    app.Add(button1);
```

```
    app.Add(button2);
```

```
    app.Run();
```

```
}
```

And to be safe I added an image how the window looks when you run the code.

It is because you are using LeftPosZ/TopPosZ - these zoom coordinates based on differences in font size. Use LeftPos / TopPos.

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