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

Posted by [mirek](#) on Mon, 26 Jun 2017 12:37:39 GMT

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rafiwui wrote on Mon, 26 June 2017 13:32 Yes it makes sense or I am doing sth else wrong, because my layout is not visible as a whole even if the size I give the rectangle and the size I give the layout are the same. I am not setting the layout as parent of my class. Maybe that leads to my problem:

```
class MyWindow : public TopWindow
{
    // Menu bar is added here...
}

GUI_APP_MAIN
{
    MyWindow app;
    app.SetRect(0, 0, 300, 150);

    WithMyLayout<TopWindow> layout;
    SetLayout_MyLayout(app, layout, true, true);

    app.Run();
}
```

Well, font zooming is there for a reason - your application should work with different GUI font!

I guess you should just do it right: Leave zooming active and actually zoom your own coordinates. E.g.

```
app.SetRect(0, 0, Zx(300), Zy(150));
```

Mirek
