Subject: How to achieve dynamic layout scaling ?
Posted by mingodad on Tue, 05 Jan 2021 15:12:41 GMT
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I'm starting with Ultimate++ and I'm looking on how to achieve dynamic layout resizing (something like webrowser CTRL-Mouse-Wheel), I started with Gui15 project and added a CtrlSlider to change the StdFont with the size from the slider.

But the only button on the window only changes the label text but not it's size, can we have an example showing it ?

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

using namespace Upp;

struct MyAppWindow : TopWindow {
 Button button;
 SliderCtrl slider;

 void Slider()
 {
  //Log(String().Cat() << "-> SliderCtrlAction(" << slider.GetData() << ")");
  Font::SetStdFont(Arial(slider.GetData()));
  button.SetLabel(String() << "Button " << slider.GetData());
  Refresh();
 }

 typedef MyAppWindow CLASSNAME;
 MyAppWindow() {
  Title("My application with font-zoomed button").Sizeable();
  *this << button.SetLabel("Button").LeftPosZ(10, 64).TopPosZ(10, 24);
  slider.MinMax(10, 24);
  slider.Step(1);
  slider.SetData(14);
  slider << THISFN(Slider);
  *this << slider.TopPosZ(10, 64).LeftPosZ(180, 10);
 }

};

GUI_APP_MAIN
{
 //Font::SetDefaultFont(Arial(24));
 Font::SetStdFont(Arial(18));
 //StdFont(18);
 MyAppWindow app;
 app.Run();
```

```
}
```