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Subject: Re: How to resize an ImageCtrl to fit the Image?  
Posted by [James Thomas](#) on Fri, 06 Oct 2006 09:07:53 GMT  
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Sorry it's taken a while to reply, I've been away all week.

SetRect was the first thing I tried, but using it causes strange behaviour in my app which I assumed was normal until I read your post.

The problem is that if I run the following two lines in the constructor (after CtrlLayout of course)  
`Rect r = _imgLogo.GetRect();`  
`_imgLogo.SetRect(r);`  
the control moves to a different place in the window. If you then call GetRect again the returned rectangle is exactly as you would expect (ie no change). Perhaps something else has changed?

Unfortunately I have been unable to reproduce this in a simple example, but clearly this is the wrong behaviour. If you have any suggestions as to how I might fix/trace this they would be greatly appreciated, though I understand this is difficult until I can reproduce it.

Cheers.

EDIT: This happens with both 605 and dev-2 versions.

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