
Subject: Re: same layout with different dimensions
Posted by [BetoValle](#) on Sat, 01 May 2021 18:44:35 GMT
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Thanks Mirek!

Didier, I don't know if it was this shape below that I was guessing.
After a predefined screen .lay file, in the first runtime that changes dimension will only work if it calls "SetMinSize" and then, then, use, SetRect securing permission with true to Sizeable

this below work!

```
CtrlLayout ( *this, "Window title" ) // original lay out size(800,600)
Sizeable(true);
[b]SetMinSize(80,20);[/b]
SetRect(0,0,400,200); //this dimension will be displayed
Sizeable(false)
```

this below not work!

```
CtrlLayout ( *this, "Window title" ) // original lay out size(800,600)
Sizeable(true);
SetRect(0,0,400,200);
Sizeable(false)
```