Subject: Horizontal and Vertical inverted in UPP?
Posted by zaurus on Mon, 13 Nov 2006 03:56:49 GMT
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Hi!

I'm not sure if I'm right, but according to what I remember from my school days long time ago the meaning of horizontal and vertical is inverted in some places of U++.

Let's take the window splitter in TheIDE. Splitting horizontal should be from the left to the right of the screen (Horizontal is along the horizon, which is where the sun rises and sets.), but it shows a split from top to bottom, which is vertical in my opinion.

The same I find in the RectTracker for horizontal and vertical line and maybe some other places.

Am I right or wrong?

Actually not a big issue. I just came accross when playing with Splitter during the weekend.

Zaurus