Subject: Wrong Size problem..
Posted by yoco on Mon, 01 Jan 2007 21:15:19 GMT
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I found there is a problem about the size of controls.

I layout a control with size 360x360 (in pixel),
but I found that, the "real size" is about 400x400,
which is bigger than I expected.

Therefor I put another control with size 20x20,
and I counted the size of this control pixel by pixel,
the result is 22x22!

The actrul size of all controls (and windows) are about 11% bigger than I designed.
And I can't figure out how to fix this problem @@"
What can I do now?

Thank you ^_^

Environment:
OS:XP SP1
Compiler:VC++7
UppVer:612 dev3
(I'm not sure does previous version has this problem too.)

Subject: Re: Wrong Size problem..
Posted by mirek on Mon, 01 Jan 2007 23:18:31 GMT
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Well, dialogs are zoomed because the size of font is different (Everything is defined relative to choosen base font, then scaled up for actual font).

The right thing to do is to design your widgets so that they do not care.

Mirek

Subject: Re: Wrong Size problem..
Posted by yoco on Tue, 02 Jan 2007 06:05:02 GMT
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luzr wrote on Mon, 01 January 2007 18:18Well, dialogs are zoomed because the size of font is different (Everything is defined relative to choosen base font, then scaled up for actual font).

The right thing to do is to design your widgets so that they do not care.

Mirek

Yes, I know the real size is determined by the system default font.
I havd read it in document "Logical positions."
Quote:
Zoom factor is determined by ratio of text "OK Cancel Exit Retry" in runtime standard font size to Size(99, 13) - size of this text using standard font.

However, in the layout tool of TheIDE,
the size of controls are assigned in

LeftPosZ(16, 108).TopPosZ(20, 36)

There are "Z" postfix in there functions,
which means the size of there controls are "Zoomed".

Is it possible that, the wrong size is caused by the numerical error of the integer divide operation?

Subject: Re: Wrong Size problem..
Posted by mirek on Tue, 02 Jan 2007 06:26:13 GMT
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Quote:

However, in the layout tool of TheIDE,
the size of controls are assigned in

LeftPosZ(16, 108).TopPosZ(20, 36)

There are "Z" postfix in there functions,
which means the size of there controls are "Zoomed".

Well, I guess that is a little misunderstanding. It actually means that they "have to be Zoomed".

BTW, remove Z and they will be pixel-exact.

Mirek
