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Subject: ImageCtrl issue

Posted by [cdoty](#) on Thu, 01 May 2008 19:24:19 GMT

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I am having a problem with ImageCtrl:

1) The size of the ImageCtrl is smaller than the image displayed, in MSC8 debug mode. For example, to display a 256x256 image, I have to set the ImageCtrl rect, in the layout designer, to 228x224.

The control works fine in MSC8 Optimal mode.

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Subject: Re: ImageCtrl issue

Posted by [mirek](#) on Wed, 07 May 2008 08:49:53 GMT

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cdoty wrote on Thu, 01 May 2008 15:24I am having a problem with ImageCtrl:

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Units in layout are not exactly pixels; they get "zoomed" according to the actual default system font used (which makes sense, if you think about it

Mirek

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Subject: Re: ImageCtrl issue

Posted by [mrjt](#) on Wed, 07 May 2008 09:12:19 GMT

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luzr wrote on Wed, 07 May 2008 09:49cdoty wrote on Thu, 01 May 2008 15:24I am having a problem with ImageCtrl:

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Mirek

I had the same problem when I was first using Upp. You have two solutions available (both at run-time, you have no way of accurately setting the size at design-time):

1- Resize the control

```
Rect r = imagectrl.GetRect();
```

```
r.SetSize(image.GetSize());
```

```
imagectrl.SetRect(r);
```

2- Rescale the image to fit the ctrl

```
imagectrl.SetImage(Rescale(image, imagectrl.GetSize()));
```

James

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Subject: Re: ImageCtrl issue

Posted by [mirek](#) on Wed, 07 May 2008 09:58:36 GMT

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Well, also, if you insist on "pixel perfect" layouts, you can also disable font zooming by Ctrl::NoFontZoom.

Mirek

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Subject: Re: ImageCtrl issue

Posted by [cdoty](#) on Wed, 07 May 2008 20:12:46 GMT

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mrjt wrote on Wed, 07 May 2008 04:12 I had the same problem when I was first using Upp. You have two solutions available (both at run-time, you have no way of accurately setting the size at design-time):

Thanks for the help. I went with #1, since I need the image to be a specific size.

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