
Subject: LogPos (and Logc) - what does it mean?
Posted by [slashupp](#) on Fri, 16 Mar 2012 17:29:15 GMT
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Hi,
I've browsed/googled this site (and tried my copy of uppsrc)
to try to understand what LogPos is and how it relates to the
real world of pixels. I failed to find such info.

I'm setting the initial position of a horz.splitter using
SetPos(n) where n is some ridiculously high number (in the
thousands) just to move the splitter a few ten's of pixels - why?

How would I relate items with widths in pixels to this strange
size-values?

Can someone please explain it?

Subject: Re: LogPos (and Logc) - what does it mean?
Posted by [dolik.rce](#) on Fri, 16 Mar 2012 18:46:38 GMT
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Hi slashupp,

Splitter.SetPos() is actually not related to LogPos at all. It takes percent value multiplied by 100
(have a look in docs) Not sure why is it so, I guess some historical reason, or maybe some
optimization

For info about LogPos, I can only point you to docs here and there is also some info in GUI tutorial
I think...

Best regards,
Honza
