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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?

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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

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