Subject: [bug] Moved UI components on different systems
Posted by crydev on Fri, 23 Aug 2013 09:52:57 GMT

Hello,

When distributing my application over different systems I encountered weird behavior on some.
On a Windows 7 x64 machine of a friend the UI looks like this:

I tried different positioning calls:

RightPos/LeftPos + BottomPos/TopPos;
HSizePos + BottomPos/TopPos.

I tried HSizePos on all controls because I noticed different behavior on controls that used it. But
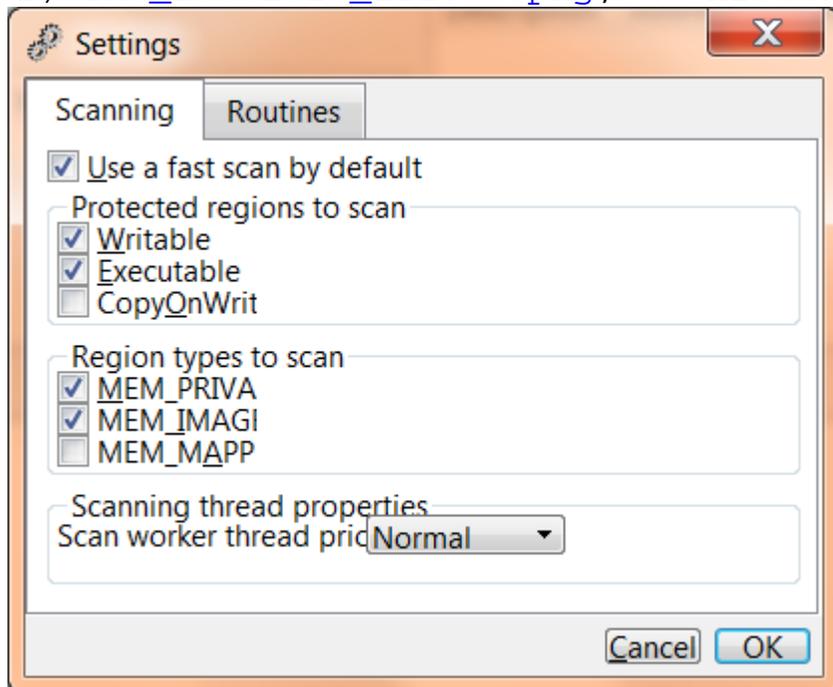unfortunately changing all did not have the desired effect.

Why does the UI change like this over different systems? I think it is a rare occasion but what
could be the cause of this problem?

Thanks, crydev

File Attachments
1) IMG_23082013_111756.png, downloaded 685 times

Subject: Re: [bug] Moved UI components on different systems
Posted by dolik.rce on Fri, 23 Aug 2013 10:57:47 GMT
View Forum Message <> Reply to Message

Hi crydev,

Various systems have various font and DPI settings. U++ tries to compensate for these differences if you use the "zoomed" positions e.g. LeftPosZ() etc. This can solve some problems, but in other cases it can cause problems of it's own.

Best regards,
Honza

PS: When using Layout designer the zoomed positions are used by default.

Subject: Re: [bug] Moved UI components on different systems
Posted by crydev on Fri, 23 Aug 2013 18:33:16 GMT
View Forum Message <> Reply to Message

That makes sense, going to change some of the controls to see whether it makes a difference!

Thanks for the answer Honza