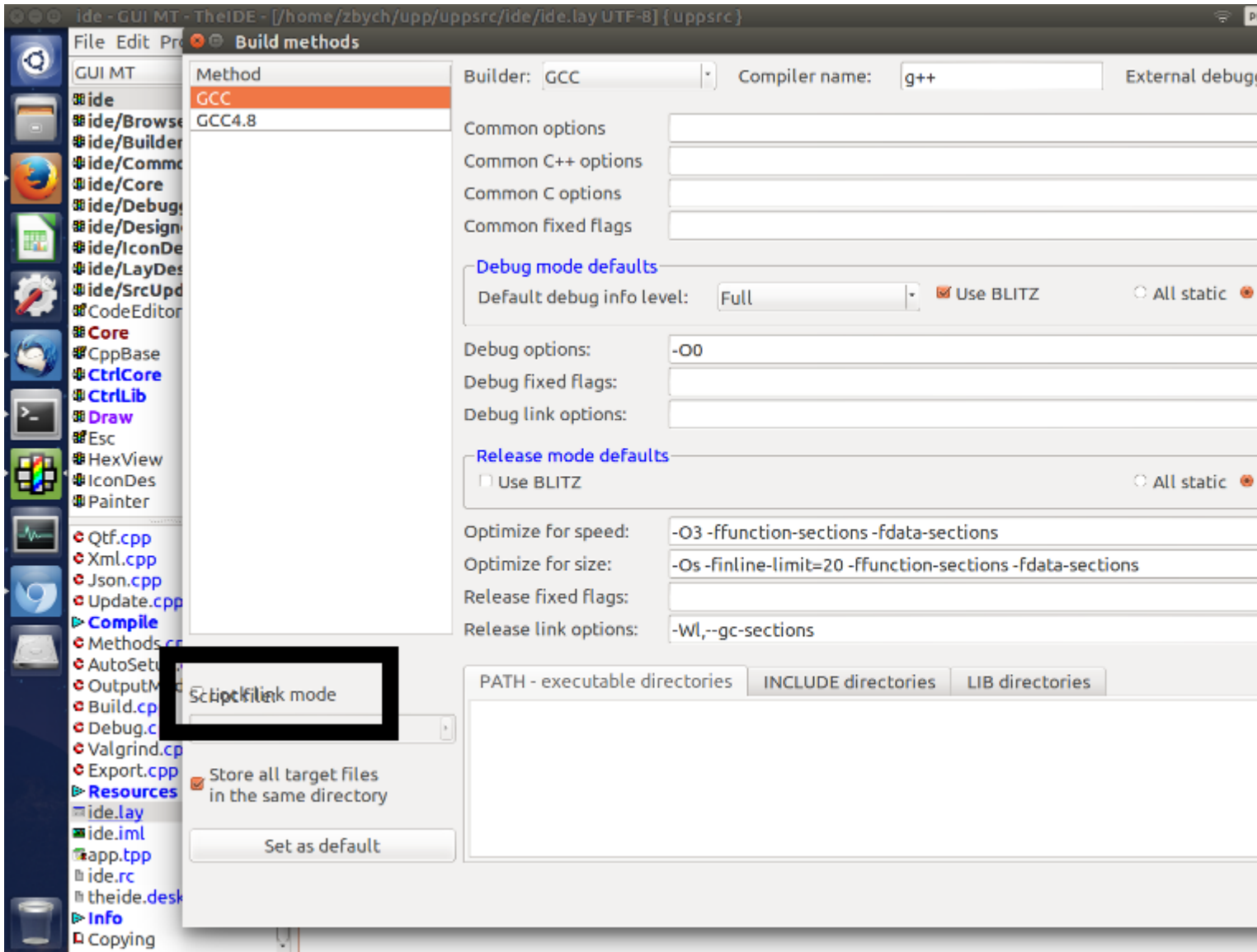

Subject: [TheIde] Layout problems on HiDPI screen
Posted by [Zbych](#) on Sun, 15 Jun 2014 19:27:07 GMT
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Hi,

linkmode_lock in BuildMethodsLayout has fixed top position instead of bottom and it has incorrect position when window is scalled.

File Attachments

1) [Screenshot from 2014-06-15 21:19:06.png](#), downloaded 707 times



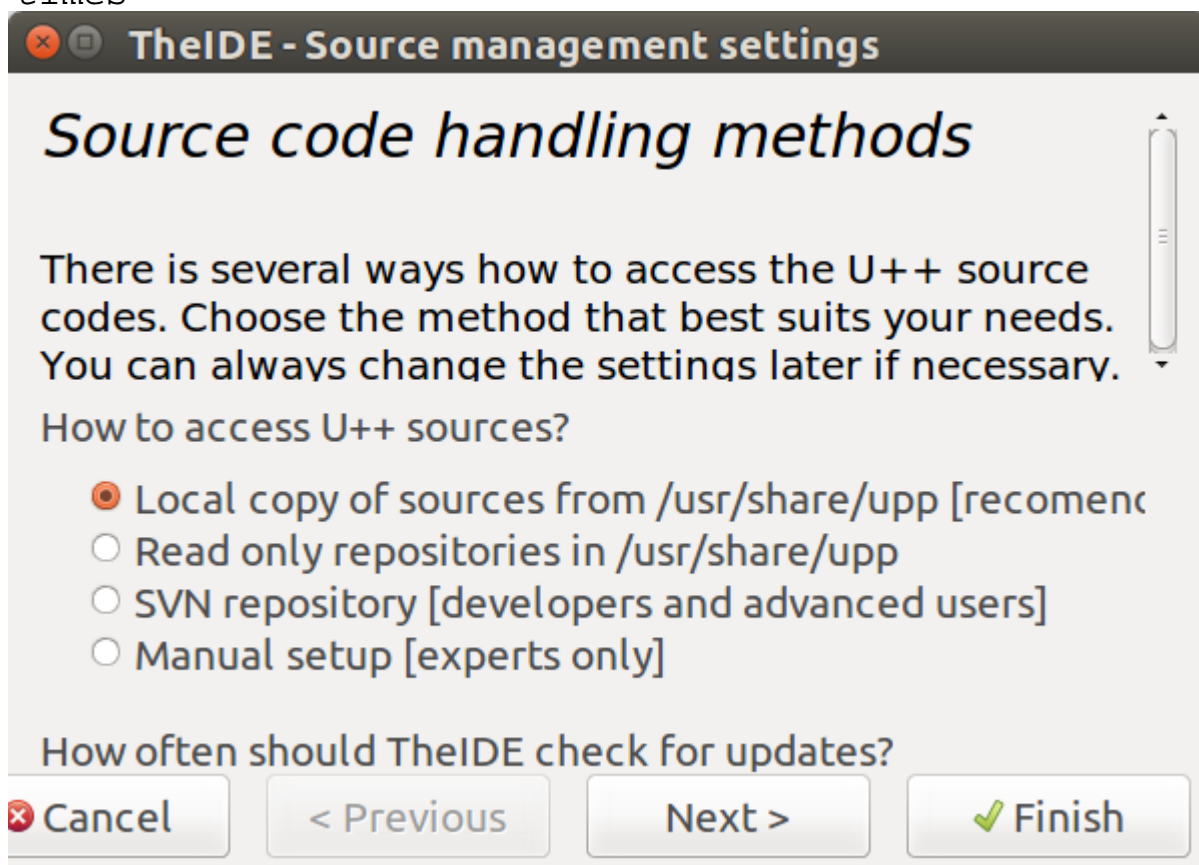
Subject: Re: [TheIDE] Layout problems on HiDPI screen
Posted by [Zbych](#) on Sun, 15 Jun 2014 19:29:19 GMT
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Also buttons in source management dialog are sticking out of the window.

BTW. Image limit (one per post) is little bit annoying.

File Attachments

1) [Screenshot from 2014-06-15 21:24:52.png](#), downloaded 729 times



Subject: Re: [TheIDE] Layout problems on HiDPI screen
Posted by [mirek](#) on Fri, 11 Jul 2014 10:15:25 GMT
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Hopefully fixed.

Mirek

Subject: Re: [TheIde] Layout problems on HiDPI screen
Posted by [Zbych](#) on Tue, 09 Dec 2014 19:47:20 GMT
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Hi,

There is another bug in FileDiff - space between lines is incorrectly calculated.

File Attachments

1) [Screenshot from 2014-12-09 20:36:21.png](#), downloaded 550 times

```

165 CalihWindow cw(tc list begin()-second).
166 /* Czy dane sa zehrane ? */
167 if (cw Run() == TDOK){
168     /* Pobieranie danych zakończużo sie sukcesem */
169     Touchscreen::Rect<int> touch;
170
171
172     int screen x = cw.GetSize() cx;
173     int screen y = cw.GetSize() cy;
174     const int norm = Touchscreen::norm value int;
175
176     /* Normalizacja wsnóŹrzadnych kliknióć */
177     touch top left x = norm * cw cal[UL] click x / screen x;
178     touch top left y = norm * cw cal[UL] click y / screen y;
179
180     touch top right x = norm * cw cal[UR] click x / screen x;
181     touch top right y = norm * cw cal[UR] click y / screen y;
182
183     touch bottom left x = norm * cw cal[LL] click x / screen x;
184     touch bottom left y = norm * cw cal[LL] click y / screen y;
185
186     touch bottom right x = norm * cw cal[LR] click x / screen x;
187     touch bottom right y = norm * cw cal[LR] click y / screen y;
188
189     try{
190         /* Punktu kalibracji sa ustawione 10% od brzeau e
191         HAI () touchscreen CalculateCalibration(10 touch);
192     }catch(std::exception & e){
193         PromtOK(Deftfile what());
194     }
195 }else{
196     /* Pobieranie danych sie nie udażo - przwracamy wartóć
197     HAI () touchscreen RestoreCalibration();
198 }
199 }else{
200     PromtOK("No touchscreen detected");
201 }
202 }

```

```

165 CalihW
166 /* Cz
167 if (cw
168     /*
169     Tr
170
171
172     in
173     in
174     co
175
176     /*
177     to
178     to
179     to
180     to
181     to
182     to
183     to
184     to
185     to
186     to
187
188     tr
189
190
191     lo
192
193     }
194     }else{
195     /*
196     HA
197     }
198     }else{
199     Promt
200     }
201 }

```