Subject: Layout scaling different on two machines.
Posted by deep on Thu, 29 Sep 2016 06:10:46 GMT
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Hi,

Working with 1366x768 display size.

I want to do pixel perfect rendering of the panels on application.

I want one particular panel to be 886x308.

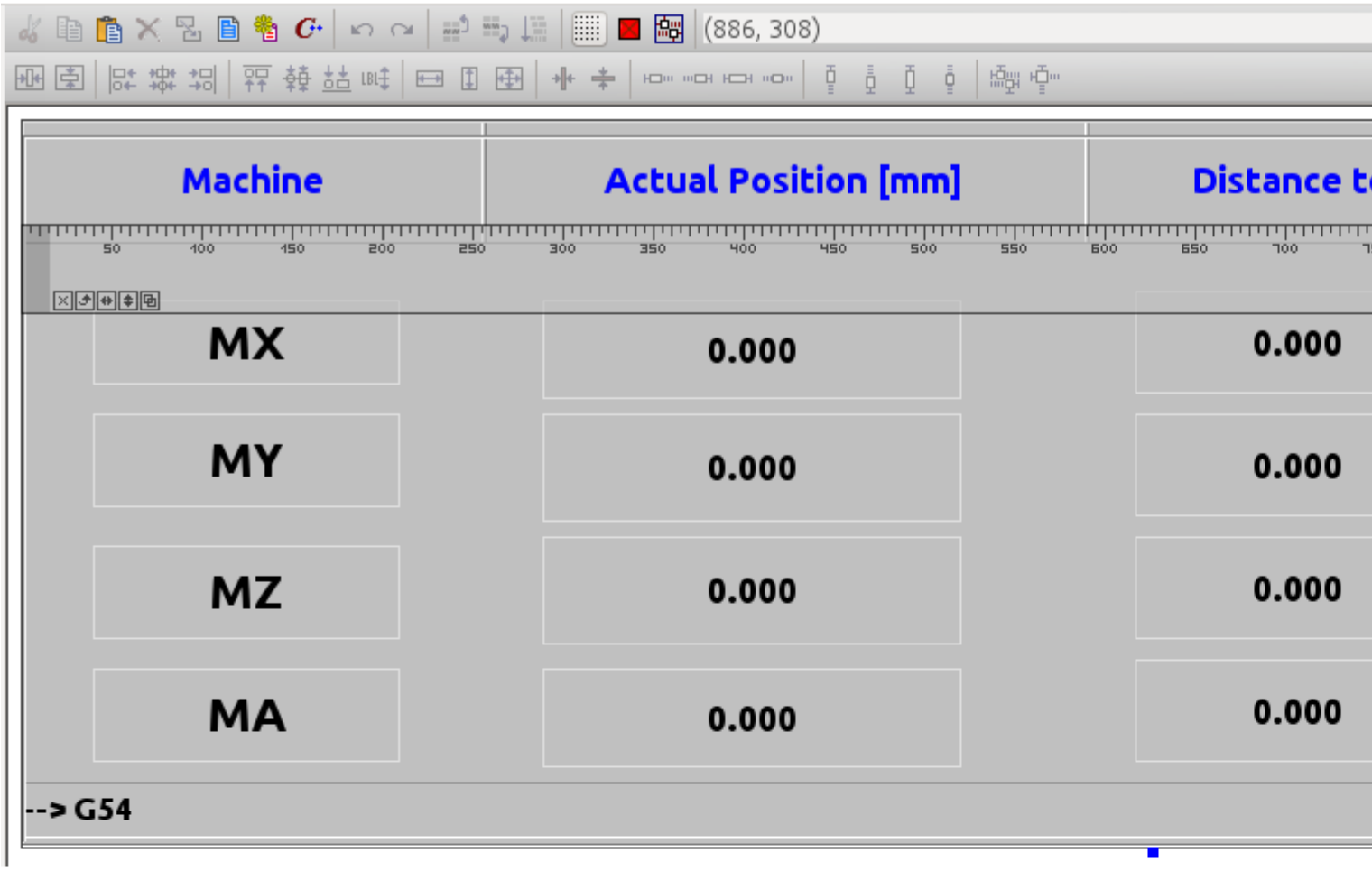
While designing layout what I get is
1250 pixels on Ubuntu and 950 pixels on windows. It is on same dual boot machine.

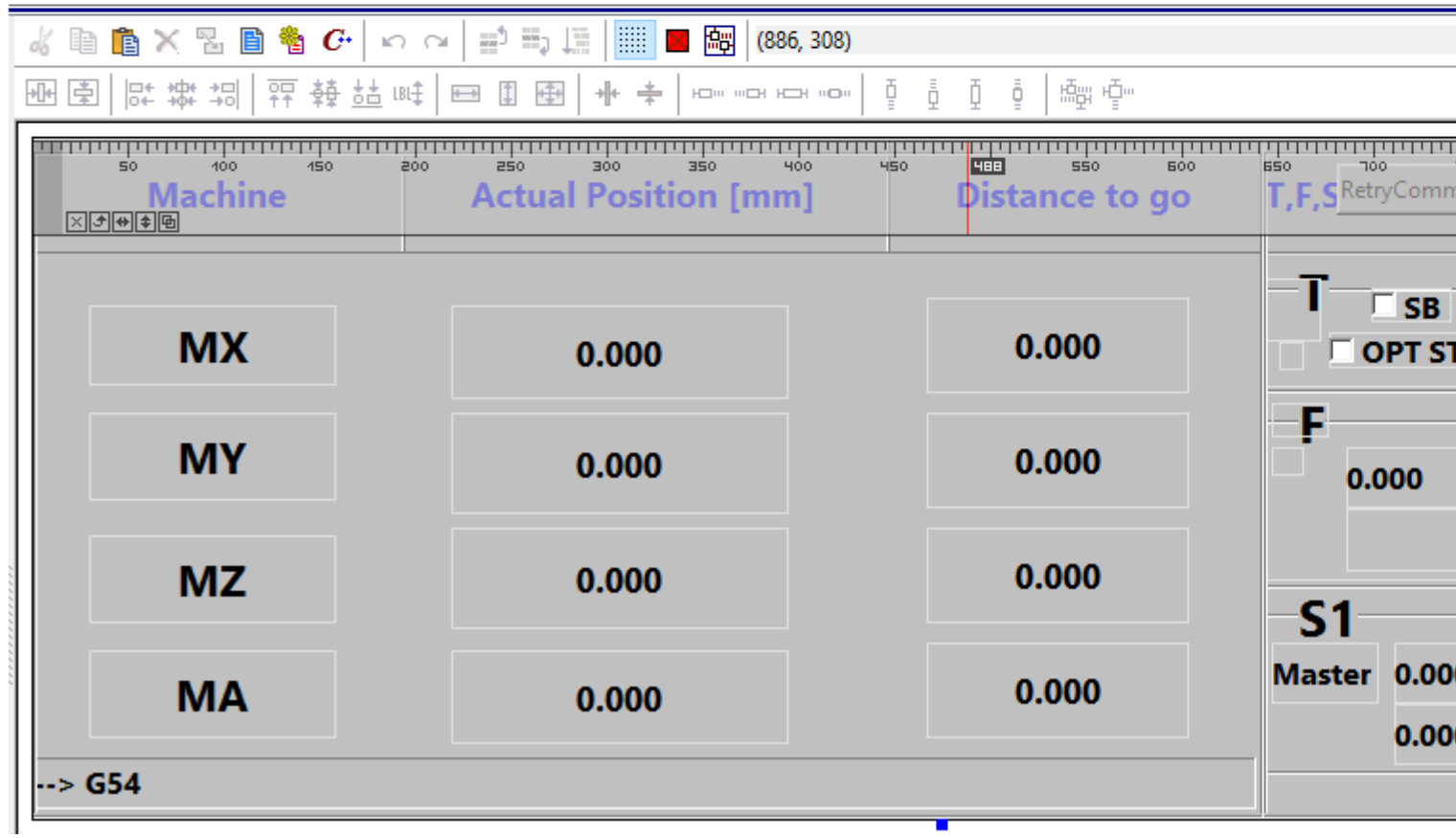
Where as I want actual display to 886 pixels on both at run time.

How to achieve this.

File Attachments

1) Image 228_a.png, downloaded 900 times


(886, 308)
Machine
Actual Position [mm]
Distance t
MX
0.000
0.000
MY
0.000
0.000
MZ
0.000
0.000
MA
0.000
0.000
--> G54


(886, 308)
Machine
Actual Position [mm]
Distance to go
T,F,S
RetryComm
MX
0.000
0.000
MY
0.000
0.000
MZ
0.000
0.000
MA
0.000
0.000
--> G54
T
SB
F
0.000
S1
Master

Subject: Re: Layout scaling different on two machines.
Posted by deep on Fri, 30 Sep 2016 07:04:12 GMT
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Hi,

I found out work around for my requirement.
It is not generic solution. but will work for me.
It is quick fix. Will use is for the specific project

I modified CtrlCore/Ctrl.cpp file
Then compiled IDE. Will use it from different folder along with its sources.

```
void InitRichTextZoom()
{
 Ctrl::Bsize = Ctrl::Csize = Ctrl::Dsize = Size(1, 1);  // NO ZOOM EVER
 Size h = 96 * Ctrl::Bsize / Ctrl::Dsize;
 SetRichTextStdScreenZoom(min(h.cx, h.cy), 600);
 Ctrl::ReSkin();
}

void Ctrl::Csizeinit()
{
 GuiLock __;
 if(Csize.cx == 0 || Dsize.cx == 0) {
  if(Csize.cx == 0)
   Csize = GetTextSize(sZoomText, StdFont());
  Bsize = Csize;
  if(Dsize.cx == 0)
   Dsize = Size(99, 13);
  Csize.cx = max(Csize.cx, Dsize.cx);
  Csize.cy = max(Csize.cy, Dsize.cy);
  Bsize = Csize = Dsize = Size(1, 1);  // NO ZOOM EVER
  InitRichTextZoom();
 }
}

void Ctrl::SetZoomSize(Size sz, Size bsz)
{
 GuiLock __;
 Csize = sz;
 Dsize = bsz;
 IsNoLayoutZoom = false;
 Bsize = Csize = Dsize = Size(1, 1);  // NO ZOOM EVER
 ReSkin();
}
```

Added lines where NO ZOOM EVER comment is there.