

U++ - Bug #1230

RichText view - standard font is too big (due to UHD feature)

08/09/2015 04:31 PM - Zbigniew Rebacz

Status:	Approved	Start date:	08/09/2015
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	RichText	Estimated time:	0.00 hour
Target version:	Release 2015.2	Spent time:	0.00 hour
Description			

History

#1 - 08/09/2015 09:23 PM - Zbigniew Rebacz

OK, About.cpp with new values:

```
AboutDlg() {
    Size isz = MakeLogo(*this, ctrl);
    int cx = min(Zx(850), GetWorkArea().GetWidth()); // <- this
    SetRect(0, 0, cx, isz.cy);
    about.SetQTF(GetTopic("ide/app/About$en-us"), Zoom(Zy(105), 1024)); // <- this
    about.SetZoom(Zoom(1, 1));
    about.RightPos(0, cx - isz.cx).VSizePos();
    about.HMargins(Zx(4));
    about.SetFrame(NullFrame());
    about.NoLazy();
    Background(PaintRect(ColorDisplay(), SColorPaper()));
    Add(about);
    Title("About TheIDE");
}
```

#2 - 08/09/2015 09:33 PM - Zbigniew Rebacz

For help it could be something like that:

```
zoom.d = 1000000 / Zy(800);
```

For About you can change also:

```
int cx = min(Zx(850), GetWorkArea().GetWidth());
```

to:

```
int cx = min(Zx(800), GetWorkArea().GetWidth());
```

but it is optional.

#3 - 08/21/2015 11:45 AM - Miroslav Fidler
- Status changed from New to Approved

Files

StandardHelpWindow.png	210 KB	08/09/2015	Zbigniew Rebacz
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