

U++ - Bug #504

QtfdlgEditor should be sizeable and zoomable

08/30/2013 08:50 PM - Zbigniew Rebacz

Status:	Approved	Start date:	08/30/2013
Priority:	Low	Due date:	
Assignee:	Zbigniew Rebacz	% Done:	0%
Category:	IDE	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
Om my machine (Kubuntu 13.04 - Multi monitor mode) QtfdlgEditor size is unnaturally huge. Personally, I think each user should decide how big is his windows size (In this case!). <pre>QtfdlgEditor::QtfdlgEditor() { Add(editor.SizePos()); Rect r = GetWorkArea(); Sizeable().Zoomable(); SetRect(0, 0, r.GetWidth() - 100, r.GetHeight() - 100); SetMinSize(Size(min(640, r.GetWidth() - 100), min(480, r.GetHeight() - 100))); }</pre> I enclosed source file (ide/Qtfdlg.cpp). <i>* Minor fix</i>			

History

#1 - 09/03/2013 08:04 PM - Miroslav Fidler

- Status changed from Ready for QA to Approved

Files

Qtfdlg.cpp	2.9 KB	08/30/2013	Zbigniew Rebacz
------------	--------	------------	-----------------