
Subject: Re: GUI size on different screens

Posted by [Allan Whiteford](#) on Fri, 24 Nov 2006 09:40:16 GMT

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Lory,

While not a perfect solution, you can change the font size for all the label widgets, text widgets etc. This can save a lot of space depending on what sort of widgets you have (obviously it has no effect if it's mostly draw widgets).

Something like:

```
widget_control,default_font='-adobe-courier-*-r-*--8-*
```

near the start of your code, assuming you're not explicitly giving fonts to each widget. This will affect the size of most things (most widgets have text on them in some form).

On linux, you can use "xfontsel" to see the different fonts available, the example I gave above isn't very pleasing on the eye. Presumably a similar thing exists on windows... something called "charmap" seems familiar from distant memories but I really don't know.

Not ideal, but much quicker than re-writing all your code.

Thanks,

Allan

lory wrote:

```
> Hi,  
> I developed a software in IDL with a large number of GUIs. The screen  
> resolution of my PC is 1600x1200 and the GUIs are correctly sized for  
> this kind of screen. I did not use explicit sizing of the widgets,  
> since I need to use both linux and windows systems. Now, I installed my  
> software on a laptop with a 1024x768 pixels screen and ... the software  
> is totally useless since the GUIs are too large and go off the screen !  
> Is there any simple solution to this problem? There is any way to  
> resize characters, buttons and so on accordingly with the screen size?  
> Please, I don't want to rewrite all the code to fit the 1024x768 pixels  
> ! It's a lot of code !  
>  
> thanks  
>  
> lory  
>
```