
Subject: Re: GUI size on different screens

Posted by [David Fanning](#) on Fri, 24 Nov 2006 02:31:31 GMT

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Iory writes:

> 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 !

You could always put scroll bars on your TLB. You won't be able to see all the internal widgets, probably, but you will be able to scroll to them and use them.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
