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Subject: Re: GUI size on different screens

Posted by [Braedley](#) on Thu, 23 Nov 2006 18:58:46 GMT

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Iory 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  
>  
> Iory

I had a similar problem with a rather large program that I've been working off and on for the past several months. My solution was to condense a set of buttons into a combobox. Not only is it easier to expand the functionality of this particular set of buttons (an entry in the combobox list and corresponding code inside the case statement in the event handler for the combobox), but saved a surprising amount of screen real-estate. The draw widget in the program was already set up to size itself according to the screen resolution (some problems when using multiple monitors pop up that I haven't been able to solve yet, but hardcoding for the particular machine is a stop-gap).

Another option is multiple TLBs that have the same unmapped group leader, but I don't find this particularly attractive for some cases.

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