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Subject: GUI size on different screens

Posted by [lory](#) on Thu, 23 Nov 2006 18:37:34 GMT

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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](#)

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