
Subject: Re: GUI size on different screens

Posted by [lory](#) on Mon, 27 Nov 2006 20:12:39 GMT

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Ok, I see that it is not the "correct" way... but how should I do to develop programs in the "right" way with the goal that they could be used under PC with different configuration?

When I started this project, I tried not using explicit sizing of widgets because I realized that this can be a problem when the software must be used under different OS and I want that my software could run under both Windows and Linux (and something else ...). Very soon I realized that it is not possible to write an IDL program really working at the same way under different OS. Then when the program start, first check which OS is running and then set some OS-dependent parameters to manage OS-dependent feature. I would like to do something similar for the screen resolution

I understand that if I wrote the software optimizing it, for example, for 1024x768, it would run even with resolution higher than that, but it would not exploit the capabilities of high resolution screen ...Instead, I would like a software optimized for 1600x1200, but usable with 1024x768, 1280x1024 etc. Scroll bars are a good suggestion, but is there a way to know if the widget need a scroll bar? is there a way to put a scroll bar only if the natural size of the widget is greater of the screen size?

For example: I have GUIs that in high resolution take more or less 2/3 of the screen but in low resolution go off the screen. I want put a scroll bar in the second case, but I don't want resize the GUIs in the first case and I don't want check by hand every screen configuration to decide if a scroll bar is required or not. I could do that in automatic if I know the GUI size before realizing it, by comparing its natural size with the screen size, but I don't know if it is possible.

thanks

Lory

David Fanning ha scritto:

> lory writes:

>

>> How can I find which font and which character size are used by default

>> (before changing it)?

>

> You can't. :-(

>

> (I put this out more as a challenge than as a statement of fact.

> But, I have never discovered how to do it reliably.)
>
>> My code should run under different OS, with
>> different "system" font, and I would change only the size of the
>> characters.
>
> If you want your code to run under different operating systems,
> leave fonts ALONE! Don't muck with them. Let the users use the
> fonts they want to use. You are going down a path here that leads
> to complete ruin and frustration!
>
>> Another question: I do not fully understand the string you assigned to
>> default_font, could you explain all the modifiers? The description of
>> default_font in the IDL help is very short ...
>
> This explanation will help only for users with a particular operating
> system and for users who have this particular font installed. (Some
> will and some, for whatever inexplicable reason, will not.) Take
> everything you learn with a grain of salt, and IGNORE ALL ADVICE.
> Leave fonts ALONE!
>
> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
