
Subject: Re: button sizing, sun vs sgi

Posted by [Tim Patterson](#) on Wed, 04 Sep 1996 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Jeff Hall wrote:

>
> I have developed an application on a Sun/Solaris,
> but when I run it on an SGI the buttons and text
> in the buttons are too big.
>
> There is also a sizing problem on the PowerMac.
>
> How can I control the button & font size of the
> widgets on the different platforms?

Sounds like something similar to the problem I was having with different machines having different resolution fonts. You can specify the font to be used for widgets (look in the docs for the exact method), but the trick is knowing which font point size to use.

My solution was:

The user can define a specified environment variable to be either 10,12 or 14. If this env. var. exists and has a sensible value, then that's the font size I use for the widgets.

If the variable isn't set up properly, then I check the value of !d.y_ch_size. If this is less than 10, then I set the font size to 12, otherwise I set it to 10. This appears to work and keep the widgets reasonably to a similar size on 100 dpi and 75 dpi font workstations.

Tim
