Subject: Different Platforms
Posted by Neil Winrow on Wed, 19 Nov 1997 08:00:00 GMT
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Can anyone offer me any advice.

I have written a number of widget programs, which are visually correct on my PC, however when they are run on the silicon graphics machines the layout starts to go terribly wrong. The character sizes are wrong, and the labelling carried out using the 'XYOUTS' call is all wrong. The whole window sizing falls down. The programs are going to be used on PC's, silicon graphics, and MAC's. Could anyone offer me a few pointers on how to correct these problems to run the programs on the different platforms.

Many Thanks In Advance

Neil.