

## User Interface - Bug #4377

### Custom widget font does not influence the widget size and doesn't propagate from frame down to widgets

10/31/2019 05:38 AM - Hynek Cihlar

<b>Status:</b> New	<b>Start date:</b>
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	<b>case_num:</b>
<b>billable:</b> No	
<b>vendor_id:</b> GCD	
<b>Description</b>	
<b>Related issues:</b>	
Related to User Interface - Feature #3876: add support for "direct font contr... <b>Closed</b>	

#### History

##### #1 - 10/31/2019 05:40 AM - Hynek Cihlar

When font number is assigned to a widget, the widget size is adapted to accommodate the assigned font size. This doesn't happen when custom font is assigned with FONT-NAME and FONT-SIZE attributes. Also assigning custom font to a frame (and possibly window) should affect the child widgets the same way as when assigning font number to a frame or window.

##### #2 - 10/31/2019 05:46 AM - Hynek Cihlar

Layout calculation of some widgets depends on the set font, but only font number is considered, not the custom font. This must be improved to. The search for references of GuiFontResolver.resolveFontNum() will reveal (most of) the places that only depend on font number.

##### #3 - 11/06/2019 08:10 AM - Greg Shah

- Related to Feature #3876: add support for "direct font control" at the widget level added