

Do isCOBOL GUI Screens have resizing capabilities?

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Yes, starting with isCOBOL 2019R2, all the isCOBOL GUI, Graphical windows, Screen Programs or isCOBOL WOW programs generated by the IDE can take advantage of an easy to use and low impact layout manager to handle application resizing.

Simply by setting the configuration setting:

```
iscobol.gui.layout_manager=lm-zoom
```

the new Zoom Layout manager is activated, windows automatically become resizable, and all controls are adjusted in size when increasing the window width, and in font size when increasing the window height.

This behavior is completely automatic, requiring no effort from developers.

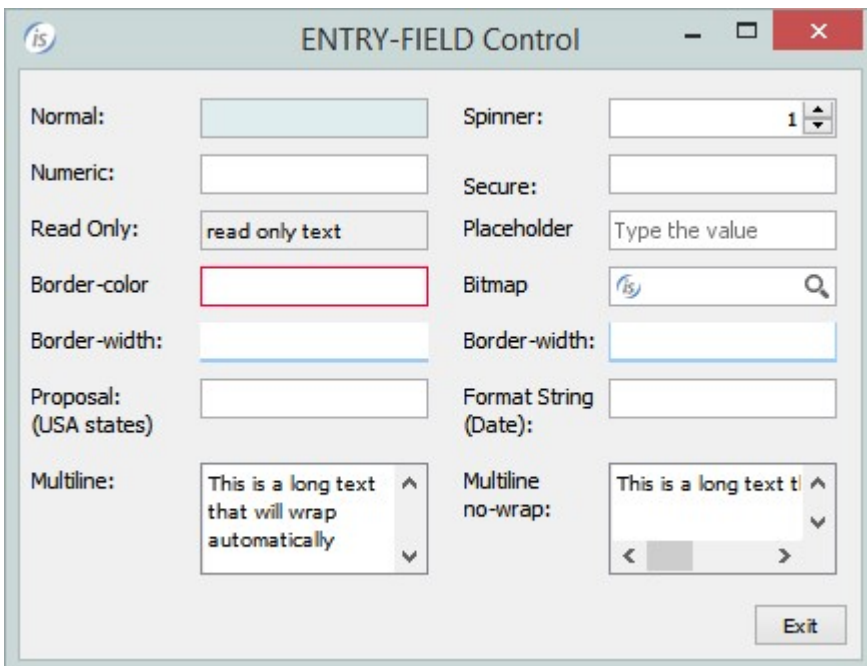
All that is needed to enable this behavior is to set a configuration property.

This helps to quickly and easily to solve the resizing issues of running applications on a variety of monitors with different sizes and resolutions, with zero code changes.

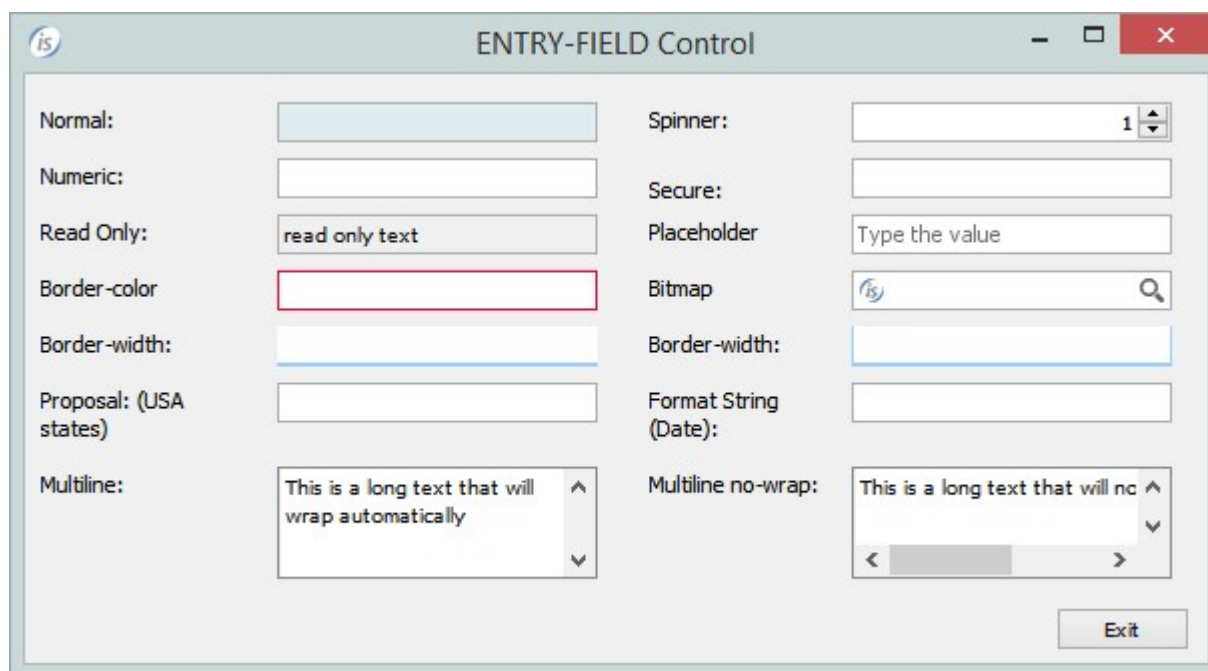
Individual windows can be targeted by enabling the LM-ZOOM layout manager in the display window statement, as shown in the code below.

```
working-storage section.  
77 zoom-layout handle of layout-manager, lm-zoom.  
...  
procedure division.  
...  
display standard graphical window resizable  
layout-manager zoom-layout
```

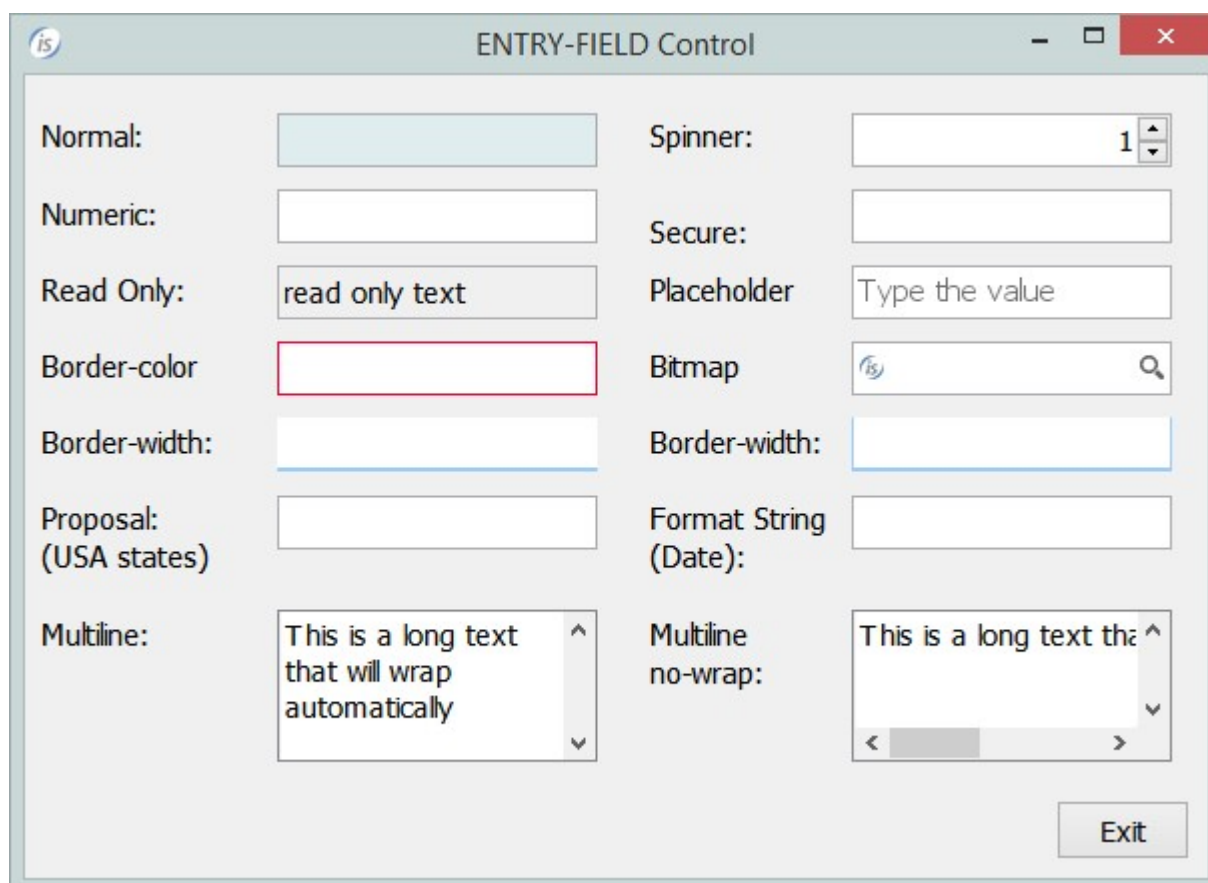
The picture below shows how the program runs at startup, before the user resizes the window.



The picture below shows how the GUI looks like after the user stretches the window horizontally.

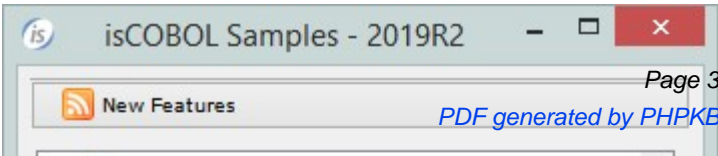


The picture below shows how the GUI reacts after the window is resized both horizontally and vertically.



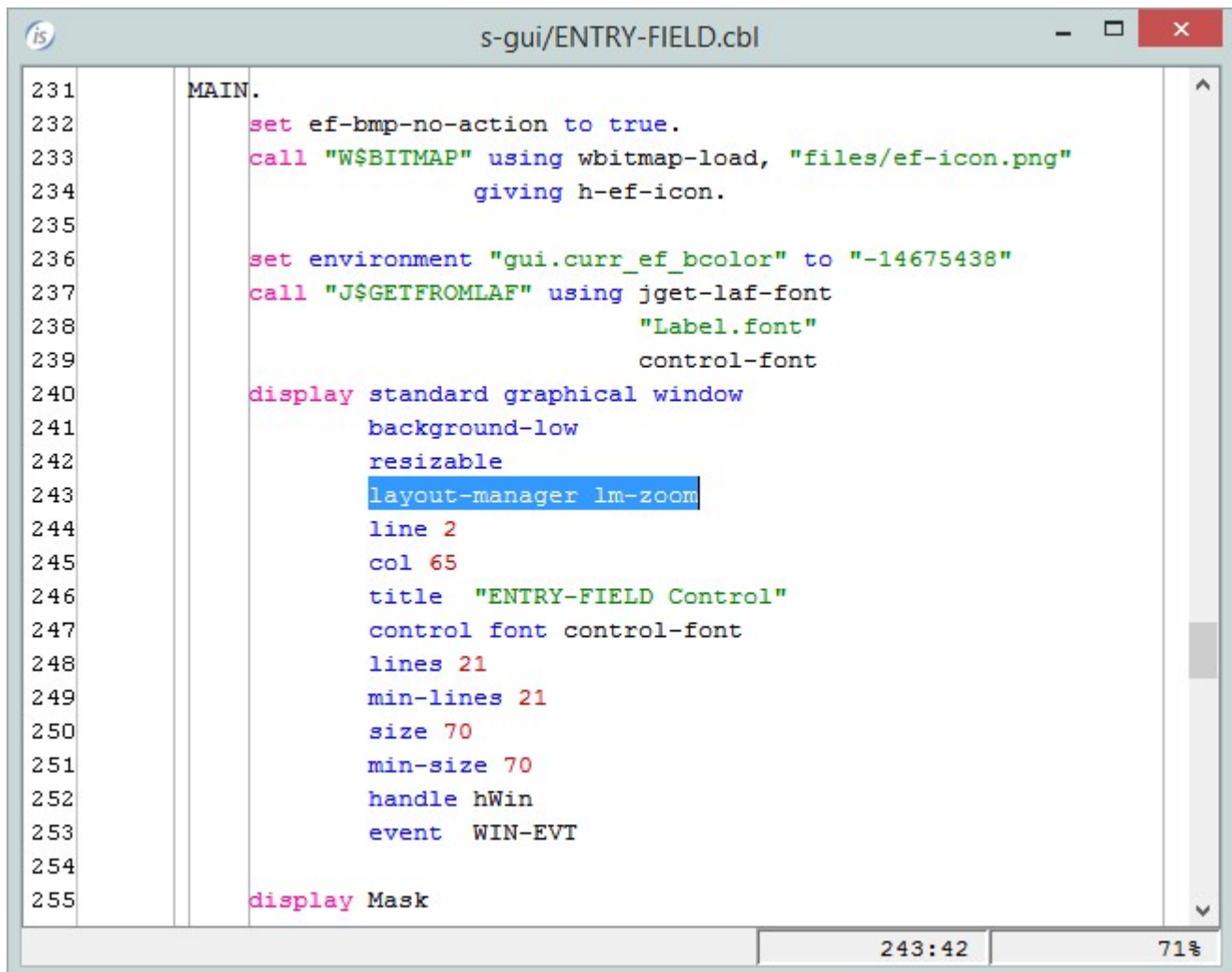
You can test this new feature by running our Samples program. Go to:

Start > All Programs > isCOBOL2019R2 and double click isCOBOL Samples
You will see the below screen:



Then press enter, press F5 or double click the Zoom Layout item of the tree-view to start the program.

As usual you can also see and take advantage of the source code of this sample program by pressing the View Source push button or by pressing F2.



```
231     MAIN.
232     set ef-bmp-no-action to true.
233     call "W$BITMAP" using wbitmap-load, "files/ef-icon.png"
234         giving h-ef-icon.
235
236     set environment "gui.curr_ef_bcolor" to "-14675438"
237     call "J$GETFROMLAF" using jget-laf-font
238         "Label.font"
239         control-font
240
241     display standard graphical window
242         background-low
243         resizable
244         layout-manager lm-zoom
245         line 2
246         col 65
247         title "ENTRY-FIELD Control"
248         control font control-font
249         lines 21
250         min-lines 21
251         size 70
252         min-size 70
253         handle hWin
254         event WIN-EVT
255
256     display Mask
```

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