

I found the following solution for my problem:

```
int Prompt(Callback1<const String&> WhenLink,
           const char *title, const Image& iconbmp, const char *qtf, bool okcancel,
           const char *button1, const char *button2, const char *button3,
           int cx,
           Image im1, Image im2, Image im3)
{
+ int bcy = Ctrl::VertLayoutZoom(24);
+ int bcx = Ctrl::HorzLayoutZoom(72);
  int fcy = Draw::GetStdFontCy();
  PromptDlgWnd__ dlg;
  RichTextCtrl qtfctrl;
  Icon        icon;
  qtfctrl.WhenLink = WhenLink;
  icon.SetImage(iconbmp);
  Button b1, b2, b3;
  qtfctrl.SetQTF(String("[G1 ") + qtf, GetRichTextStdScreenZoom());
- int bcy = Ctrl::VertLayoutZoom(24);
- int bcx = Ctrl::HorzLayoutZoom(72);
  if(button1)
    bcx = max(2 * fcy + GetTextSize(button1, Draw::GetStdFont()).cx, bcx);
  if(button2)
    bcx = max(2 * fcy + GetTextSize(button2, Draw::GetStdFont()).cx, bcx);
  if(button3)
    bcx = max(2 * fcy + GetTextSize(button3, Draw::GetStdFont()).cx, bcx);
```

Its just reordering of control flow. So, Ctrl::Csizeinit() can be initialized before GetRichTextStdScreenZoom().

File Attachments

1) [PromptTestBeforeWithFix.png](#), downloaded 1214 times

