Subject: How to resize an ImageCtrl to fit the Image?
Posted by James Thomas on Mon, 02 Oct 2006 14:17:33 GMT
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I'd like to be able to load an arbitary image into an ImageCtrl and set the size of control (inc. frames) to match the size of the image. I'd really like to do this while preserving the auto-layout set with the designer, so that if it's position was set with HLeftPos or HRightPos it keeps this behaviour.

Setting the Image is easy but I've tried resizing it using all of the obvious functions accessible in Ctrl but without any success. Is this possible? Am I missing something obvious?

Thanks in advance.