

Dialog window auto resizing

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- *From:* Baranidharan <baranikm@xxxxxxxxxx>
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Hi all,

I create a dialog window using the VS 2005 dialog editor, with dimensions 240 x 320 (manually editing in the resource file) and add some controls. When I test the dialog appearance using the "Test Dialog" button things are ok but when I run the application on emulator (QVGA mode) the placement and the sizes of the controls go haphazard.

Why is it happening ? What should i do to get it as i see in the editor ?

Thanks in advance,

Regards
Barani.

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