
Subject: Re: Using Qtf forgets control font
Posted by [mirek](#) on Sun, 07 Sep 2008 18:47:41 GMT
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cbpporter wrote on Sun, 07 September 2008 08:08luzr wrote on Sun, 07 September 2008 14:35
Ehm, after all these posts about points being meaningless for screen?

Well my problem is simple. I have Font selection dialog. User chooses size 16 for example. In U++ size is in pixels. User chooses size 16 in different program. Size is in points. User complains that I have bug with font sizes . After a simple investigation, it seems that this is what is needed to get same size:

```
Font& Font::HeightPt(int pt)
{
    height = pt * sScreenPPI / 72;
    return *this;
}
```

Not extensively tested, but seems to generate pixel perfect matches.

That is certainly reasonable requirement, but makes me really wonder whether you need a method for this.

IMO, simple function (PointsToPixels) would be enough.

Mirek
