
Subject: Re: Zooming font of RichText to the size of StdFont

Posted by [Zeth](#) on Mon, 09 Feb 2009 08:39:32 GMT

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I've read about it and it seems to be a Windows XP specific problem with GetDeviceCaps always returning 96. I ended up checking my main window size (it isn't resizable):

```
if(this->GetSize().cx > 690){ //Assume Large font
    DPI = 120;
}
float Multiplier = DPI / 96;
```

I've attached a small testcase which shows my problem. If you load it with 96 dpi all is ok, but when you change it to use 120dpi then you can see the scrollArea StaticText control is not automatically resized and the buttons are no longer of the same size. Basically all the manually added controls are not resized according to the current dpi. How do you guys handle this?

File Attachments

1) [Testcase.zip](#), downloaded 412 times
