Subject: Re: Zooming font of RichText to the size of StdFont
Posted by mirek on Fri, 13 Feb 2009 14:11:04 GMT

Zeth wrote on Mon, 09 February 2009 03:39I'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?

FontZoom.

Check Ctrl::

```
 static int  HorzLayoutZoom(int cx);
 static int  VertLayoutZoom(int cy);
```

The basic idea is to query the size of specific text with current default GUI font. Knowing its "default size" (as defined by its size in WinXP with small fonts, but that is hardly relevant) you compute zooming ratio.

Mirek