

Hi,

I recall a thread wondering about the fuzzyness of TheIDE (and others) when scaling the display to. e.g. 150% on Windows Vista or 7. Now I found an article <http://msdn.microsoft.com/en-us/library/dd464660.aspx> about Writing High-DPI Win32 Applications.

I added `::SetProcessDPIAware();` call in `<CtrlCore/Win32GuiA.h>` in `GUI_APP_MAIN` starting at line 36 as shown below, and got rid of the fuzzyness. Plus allCtrls I used in my application scaled nicely to 150 %. It is important to note that this call should not be done in a DLL, but instead only in the main application process to avoid race condition. Another way could be adding a manifest, but it seemed like a lot of work to me.

Additionally, this call must be done before reading dpi from Windows, since otherwise Windows reports constantly 96 dpi, and prevents the proper scaling ofCtrls, although fuzzyness may still disappear.

```
#define GUI_APP_MAIN \
\
void GuiMainFn_();\
\
int APIENTRY WinMain(HINSTANCE hInstance, HINSTANCE, LPSTR lpCmdLine, int
nCmdShow) \
{ \
    ::SetProcessDPIAware();\
    UPP::Ctrl::InitWin32(hInstance); \
    UPP::coreCmdLine__() = UPP::SplitCmdLine__(UPP::FromSystemCharset(lpCmdLine)); \
    UPP::AppInitEnvironment__(); \
    GuiMainFn_(); \
    UPP::Ctrl::CloseTopCtrls(); \
    UPP::UsrLog("----- About to delete this log..."); \
    UPP::DeleteUsrLog(); \
    UPP::Ctrl::ExitWin32(); \
    UPP::AppExit__(); \
    return UPP::GetExitCode(); \
} \
\
void GuiMainFn_()
```

I do not know, if this breaks anything in your applications, but it seems to me UPP handles this nicely.

Could this be merged?

Best regards,

Tom
