## Subject: Re: Writing High-DPI Win32 Applications
Posted by mirek on Wed, 14 Dec 2011 13:24:30 GMT

Tom1 wrote on Wed, 14 December 2011 05:51For some reason, TheIDE (ide/idewin.cpp) needs the following code instead of the previous solution to work:


static bool dpi_awareness_initializer=::SetProcessDPIAware();

#ifdef flagMAIN
GUI_APP_MAIN
#else
void AppMain___()
#endif


So I guess the universally proper place to put ::SetProcessDPIAware(); is not quite clear to me -- yet...

It needs to be before getting DPI in UPP but not called when we are building dlls.

Best regards,

Tom



Good find, thank you, adding to RM to investigate...