
Subject: Re: Writing High-DPI Win32 Applications
Posted by [Tom1](#) on Wed, 14 Dec 2011 13:47:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi,

There is yet another related issue of small and large icon sizes covered in <http://msdn.microsoft.com/en-us/library/ms701681%28v=VS.85%29.aspx> .

So, if anybody ever wonders why icons do not scale well in upp applications, there's the answer. The `TopWindow::Icon()` should be called with properly sized icons depending on DPI to prevent icon raster rescaling.

Best regards,

Tom
