Subject: Native DPI
Posted by Tom1 on Thu, 21 May 2015 09:45:26 GMT
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Hi,

Is there any specific reason for having a fixed Size(96,96) returned for screen DPI in the following Windows SystemDraw function?:

```
Size SystemDraw::GetNativeDpi() const
{
 return Dots() ? nativeDpi : Size(96, 96);
}
```

I just got a new 32" 4K display on my desktop with native 144 DPI and metric size of objects is now wrong because of this default DPI.

May I suggest GetNativeDpi() reporting whatever Windows reports directly, like this?

```
Size SystemDraw::GetNativeDpi() const
{
 return nativeDpi;
}
```

Best regards,

Tom