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Subject: Re: Native DPI

Posted by [Tom1](#) on Sun, 24 May 2015 08:29:58 GMT

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Hi,

In fact I'm already using `GetStdFontSize` for scaling GUI in general, but my map display is supposed to work with real scales, like 1:10000 etc. This can not be compensated for using `GetStdFontSize`. So, could you consider the `GetNativeDpi` change anyway? If my client purchases displays with drivers reporting bad DPI values, then it's no longer my problem. Of course one way to go is to add user calibration of display DPI, but this may get difficult in multi display environments with different screens.

And yes: GUIs are damaged, especially toolbars with icons... For example, TheIDE toolbar on the same line with menu gets partly clipped and icons are really tiny. I think it would be useful if the system scales toolbars and selects properly sized icon variants based on the `StdFontSize`.

I started to render my (simple) toolbar icon bitmaps run-time from vector data using Painter, so that the icons scale perfectly to the toolbar button rect derived from `StdFontSize`. A bit of work but I only had a few icons in this case.

If you do something about those icons in TheIDE, I can report the results here. Just let me know if there are any changes to this.

Best regards,

Tom

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