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Subject: Re: Native DPI

Posted by [mirek](#) on Sat, 13 Jun 2015 15:04:07 GMT

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Well, I am afraid we have run here into the same problem that made M\$ create that HiDPI-aware flag in the first place..

In theory, all U++ apps should use LayoutZoom logic everywhere, then (with a bit of icon rescaling or replacing) everything would work just fine.

In practice, even in CtrlLib there is a lot of "fixed number of pixels" issues. Fixing them all will take time - and that would not solve all U++ user applications out there having the same issues.

Well, I am now not thinking about "BeginNative" anymore, but rather about per Ctrl HiDPI-aware flag. If not set (which unfortunately has to be default), Draw would scale up all things automatically.

Unlike Win32, which scales resulting bitmap graphics, Draw would scale before rendering, which would result in crisp texts - I would say, this is still quite an advantage.

So the only disadvantage would be less precise "placement" (IMO hardly detectable) and images. The issue of images is in fact the same for HiDPI aware mode...

Mirek

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