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Subject: Re: Native DPI

Posted by [Tom1](#) on Sun, 14 Jun 2015 22:00:12 GMT

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Hi,

From a wider point of view, this sounds like the right way to go. Applications with standard controls scale up beautifully in general without any additional effort, and that is important.

However, from my narrow point of view, I additionally need to be sure that I can still have the low level access to "pixel for pixel" graphics. The important questions are:

1. What mechanisms are used for determining the current (per monitor) DPI (or scaling percentage) and how is this information exposed through uwp?
2. How do I create a Ctrl that works at the native "pixel-for-pixel" resolution regardless the current DPI?

I agree, this is far better than the microsoft way of scaling the already rendered bitmaps.

As I understand it, this automatic scaling is an attempt to remove the concept of pixel as a measure of distance and replace it with a roughly one quarter of a millimeter unit (more precisely one pixel at 96 dpi).

I bet I will use Painter extensively to render correctly scaled graphics within my controls with graphical content. The Painter rendered content will obviously need to be rendered at 1:1 pixel ratio on screen.

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As a general note, I think the solution should be engineered having potential future platforms (such as tablets and phones) in mind, so that their scaling requirements do not require redesign of the solution.

Best regards,

Tom

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