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Subject: Re: Native DPI

Posted by [mirek](#) on Tue, 16 Jun 2015 21:37:04 GMT

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Tom1 wrote on Tue, 16 June 2015 22:13 Yes, I know: When we talk about Windows, we should avoid physical units -- meters or inches. And when we ask Windows for display DPI, we in fact ask for display scaling percentage. The result 96 "DPI" represents 100 % GUI scaling.

Instead of having just a hidpi flag, how about having a display zoom percentage instead, i.e. 100% for default DPI level and 125, 150, 200 for greater zoom levels, based on what DPI Windows reports. This would allow better control of GUI scaling whenever it is possible, like it is when text is rendered. (And we could drop the term DPI while it is misleading with its false reference to real inches.)

It is "hidpi aware" flag...

Quote:

AND: What exactly should be used as the size reference for GUI scaling anyway? Is it the StdFontSize derived from Windows or is it the above zoom percentage derived from monitor DPI, or some strange combination thereof?

Now this is a good question (one I am thinking about since the last exchange). Somehow StdFontSize must be different based on HiDPI-awareness...

Quote:

Any which way it is, I would prefer having the framework supporting any scaling levels with fine granularity. While icons may cleanly only be scaled to 1x, 2x, 3x, etc., many other aspects of GUI can benefit from greater granularity.

I am not quite sure what you are speaking about here... Non-HIDPI-aware widgets does not mean all is fixed.

Mirek

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