
Subject: Re: Native DPI

Posted by [mirek](#) on Fri, 19 Jun 2015 06:26:29 GMT

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Tom1 wrote on Wed, 17 June 2015 10:02

When I wrote: "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 meant: "Hidpi aware" Ctrl's should have access to the current "display zoom percentage" value in order to be able to scale their contents equally cleanly for any display zoom percentage (100/125/150/200%). Scaling to just 1x, 2x, 3x... is not enough.

I guess there is nothing that could prevent hda (hidpi-aware) widgets to use everything.... Anyway, I believe that most of time, scaling to correct standard font height will be enough. We can certainly add something to read display zoom percentage too.

That said, GetStdFont function will become tricky. I have even ugly but perhaps bulletproof plan to have thread local variable that would switch what GetStdFont returns as height... (so that I can setup it before starting Draw method).
