Subject: Re: Native DPI Posted by mirek on Sun, 09 Aug 2015 11:22:37 GMT View Forum Message <> Reply to Message

All listed issues should be now fixed.

W.R.T. ide editor font size, I have decided to use "default font" approach - after install, height is defaulted based on zooming (-> OK), but it does not change when system DPI changes.

Notes about "UHD" support, current model:

- Image now has "resolution" attribute, which can be either Standadard, UHD, None
- When Image is created in code, this defaults to None
- IML images have default "standard"
- IML images, if not NONE, are automatically rescaled if mode does not match
- There are functions DPI that can be used to scale int, size or Image based on UHD mode

- Ctrl::SetHiDPIEnabled (maybe I will rename to SetUHDEnabled...) has to be used to activate Windows HiDPI mode.

- Ctrl::[Horz|Vert]LayoutZoom have now global function synonyms Zx and Zy (simply beacause they get called a lot...:) (Also, there is Zsz returning Size

Looking forward for more bugs to fix... :)

Page 1 of 1 ---- Generated from U++ Forum