

---

Subject: Re: What is the best way to handle scaling icons?

Posted by [mirek](#) on Fri, 10 Aug 2018 18:57:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

We were trying to resolve this with hi-dpi support.

Current solution is as follows:

When the main font height reaches certain pixel size, U++ is switched into HIDPI mode. Now icons in .iml now have resolution setting:

- normal
- hidpi
- unknown

In non-HIDPI mode, all hidpi icons in all .iml are scaled down 2x. In HIDPI mode all normal icons in all .iml are scaled 2x up, using special algorithm that I have picked from console emulators... (so it tends to smooth lines in artificial icons).

There are also helper functions like Zx/Zy (scale numbers based on main font size) and DPI (scales numbers 2x in hidpi mode).

Mirek

---