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Subject: UHD fixes and tweaks

Posted by [mirek](#) on Tue, 04 Sep 2018 11:56:29 GMT

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I have upgraded to UHD monitor and, as expected, noticed various glitches in U++ in UHD mode.

So I have spent past days fixing this; right now I do not see any more problems in the IDE.

In the process, I have implemented one new feature:

It is now possible to have both standard resolution and UHD resolution image with the same name in .iml file. When .iml is 'loaded' and UHD mode is active, UHD resolution image is used instead of standard resolution. Note that if one of those is missing, U++ scales the other one up or down as necessary - this was already implemented for years.

Another significant change is in layout zooming based on 'standard' and 'actual' font size ratios - I have altered the equation slightly to reduce scaling, as that simply looks and works better... (200% scale in UHD looked too big as compared system dialogs in windows).

Mirek

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