Subject: Re: Text scaling in U++
Posted by mirek on Fri, 06 Sep 2024 12:58:55 GMT
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koldo wrote on Fri, 06 September 2024 12:28Greetings to all

I'm getting older, and I'm more and more sensitive to the problems of people with poor eyesight.

Do you know if it is possible to change the text scaling, in the code, without depending on the scaling used by the operating system desktop?

```
GUI_APP_MAIN {
 SetStdFont(Arial(40));
 PromptOK("Is this fine?");
}
```

Note: What we do without using SetStdFont is that we read that font from OS - that among other issues means we read "scaled" value. Then all layouts are scaled on ratio between standard font and "design font". Then if font is bigger then certain threshold, UHD icons become active (either dedicated or synthetised).