emve wrote on Mon, 25 November 2024 10:20I'm just wondering where those numbers came from:

But anyway, someone fix the proper image pasting to RichEdit, please.

Michal

TLDR: Nothing to fix, but I can add ScreenRichEdit

The final target of RichText is printer. So pixel values are sort of irrelevant. U++ has two coordinate systems (only...): Screen pixels and 600DPI laser printer "pixels" (these are called "DOTS" :). So what you see is an attempt to approximately convert screen image size to paper. As most displays are 96DPI, we get 600/96 ratio. And those 2000 values are just sanity limit. But also beware that those "dots" are then converted back, so e.g. changing this to 1/1 does not help.

What you want is possible, but needs some work. Adding to the qeueu, please remind me if nothing happens in 1-2 months.