Subject: RichEdit::PixelMode
Posted by mirek on Tue, 17 Dec 2024 14:57:13 GMT

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This new mode is created on request to "represent pasted images 1:1 pixel perfect", so basically it displays all units in pixels everywhere. Well, HD pixels...

Also, ruler is gone and the width of text is not constant.

This runs into problems with UHD mode - I guess we want relative text to image size to stay constant regardless whether text was created in UHD or HD. Which unfortunately leads to image rescaling anyway (UHD inserted image has to be rescaled to 50% to be 1:1 in UHD and stay the same relative size to text). Not quite happy about it yet, but I do not see any other way...

Well, maybe at least the scale should change between UHD and HD - I mean, UHD inserted image now has to be scaled to 50% to stay pixel perfect in UHD, while HD image has to be scaled 100% to be pixel perfect in HD. Maybe the percent should change depending on UHD/HD mode?

I mean, image inserted in UHD would be pixel perfect at 100% in UHD, but the same text in HD would display it as 50% ?

Also, when resizing UHD displayed in HD down, there is perhaps little can do to improve, but we are now using filtering rescale to resize HD image 2x up in UHD. Maybe just use simple maginify 2x (I mean, resize to copy each pixel to 2x2 pixels) instead?

pixelmode branch

upptst/RichTextPixelMode