
Subject: Re: GTK theming a reality
Posted by [guido](#) on Wed, 29 Nov 2006 19:12:32 GMT
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luzr wrote on Wed, 29 November 2006 11:57

Sure:

```
char *font_name = "";
GOBJ().g_object_get(GTK().gtk_settings_get_default(), "gtk-font-name", &font_name, NULL);

const char *q = strrchr(font_name, ' ');
if(q) {
    int h = atoi(q);
    String face(font_name, q);
    int ii = Font::FindFaceNameIndex(face);
    if(ii < 0)
        if(ToUpper(face[0]) == 'M')
            ii = Font::COURIER;
        else
            if(ToUpper(face[0]) == 'S' && ToUpper(face[1]) == 'e')
                ii = Font::ROMAN;
            else
                ii = Font::ARIAL;
    Draw::SetStdFont(Font(ii, h ? h * 96 / 72 : 13));
}
```

(in short, it expects $h * 96 / 72$ converts retrieved point size to 96dpi screen pixels).

For me, font is exactly as big as in other gnome apps. But as you already noted, I tend to oversimplify things, maybe this simple height retrieval needs to take into account more factors?

Mirek

From the GTK2 docs:

""

The "gtk-xft-dpi" property

"gtk-xft-dpi" gint : Read / Write

Resolution for Xft, in 1024 * dots/inch. -1 to use default value.

Allowed values: [-1,1048576]

Default value: -1

""

Maybe use that in your formula?

Guido
