

Subject: SOLVED: Array and Grid on high definition monitor

Posted by [forlano](#) on Sun, 04 Mar 2018 22:53:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello,

on Surface 4 with Windows 10 at 2160x1440 both ctrl do not show correctly. It seems the font are not scaled properly.

See picture attached.

The ArrayCtrl shows the problem in case of custom display.

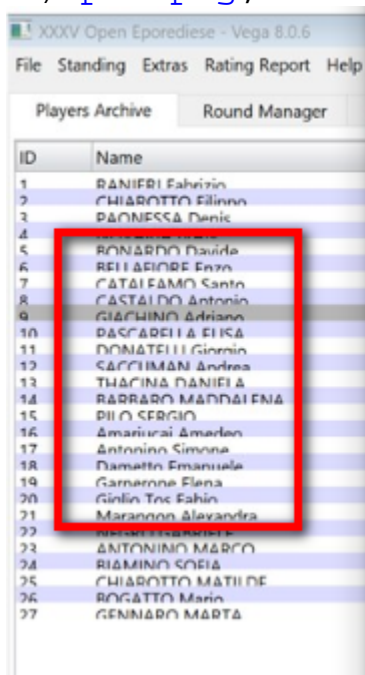
Am I the only who experience this problem?

Thanks,

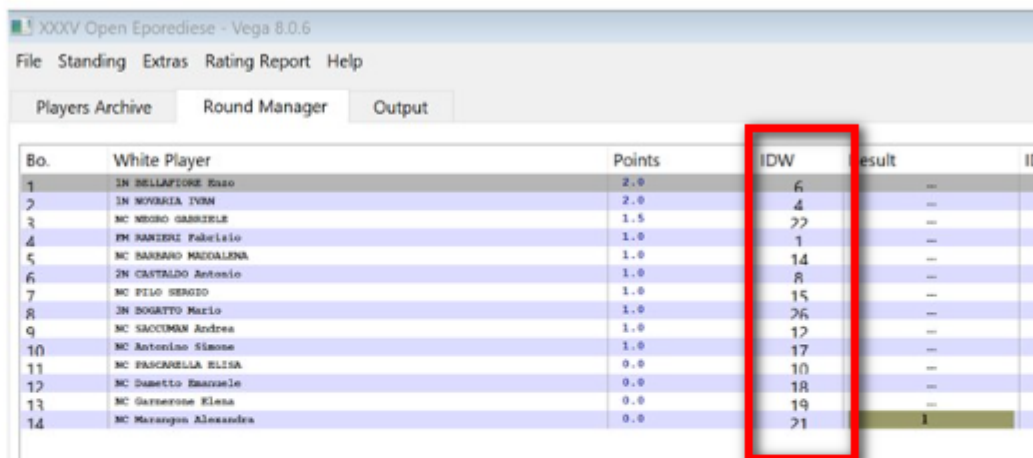
Luigi

## File Attachments

1) [pic.png](#), downloaded 714 times



ID	Name
1	RANIERI Fabrizio
2	CHIAROTTO Filippa
3	PANNESSA Denis
4	
5	RONARDO Davide
6	REI ANDRE Enzo
7	CATAI FAMO Santo
8	CATALDO Antonio
9	GIACHINO Adriano
10	DASCARELLI Erika
11	DONATELLI Gianni
12	SACCUMAN Andrea
13	THACINA DANIELA
14	RARRARO MARIANNA
15	PILO SERGIO
16	Amarisai Amarelle
17	Antonino Simona
18	Damatto Emanuele
19	Garrone Elena
20	Girin Tnc Fahin
21	Maranon Alejandra
22	
23	ANTONINO MARCO
24	RIAMINO SOFIA
25	CHIAROTTO MARTINE
26	BOGATTO Mario
27	GENNARO MARTA



Bo.	White Player	Points	IDW	result
1	IN DELLAFIONE Enzo	2.0	6	--
2	IN NOVOTIA IVAN	2.0	4	--
3	MC NEGRO GABRIELE	1.5	22	--
4	FM RANIERI Fabrizio	1.0	1	--
5	MC BARBARO MEDALENA	1.0	14	--
6	2N CASTALDO Antonio	1.0	8	--
7	MC PILO SERGIO	1.0	15	--
8	2N BOGATTO Mario	1.0	26	--
9	MC SACCUMAN Andrea	1.0	12	--
10	MC Antonino Simone	1.0	17	--
11	MC PASQUELLA ELISA	0.0	10	--
12	MC Dametto Emanuele	0.0	18	--
13	MC Garrone Elena	0.0	19	--
14	MC Maranon Alejandra	0.0	21	1

Subject: Re: Array and Grid on high definition monitor

Posted by [mirek](#) on Thu, 08 Mar 2018 09:01:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

forlano wrote on Sun, 04 March 2018 23:53Hello,

on Surface 4 with Windows 10 at 2160x1440 both ctrl do not show correctly. It seems the font are not scaled properly.

See picture attached.  
The ArrayCtrl shows the problem in case of custom display.  
Am I the only who experience this problem?

Thanks,  
Luigi

Is not it possible that you have some issue in your code, like using SetLineCy or some custom Displays? AttrText?

E.g. providing the short example would be nice...

Not sure if that is your machine, but if it is, do you experience any issue with e.g. theide?

Mirek

---

Subject: Re: Array and Grid on high definition monitor  
Posted by [forlano](#) on Thu, 08 Mar 2018 11:10:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Thu, 08 March 2018 10:01

Is not it possible that you have some issue in your code, like using SetLineCy or some custom Displays? AttrText?

In both case I use SetLineCy and custom Display.  
I have not a Surface machine. I'll try to do a short program showing the issue.

Thanks,  
Luigi

---

Subject: Re: Array and Grid on high definition monitor  
Posted by [mirek](#) on Thu, 08 Mar 2018 13:30:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

forlano wrote on Thu, 08 March 2018 12:10mirek wrote on Thu, 08 March 2018 10:01

Is not it possible that you have some issue in your code, like using SetLineCy or some custom Displays? AttrText?

In both case I use SetLineCy and custom Display.  
I have not a Surface machine. I'll try to do a short program showing the issue.

Thanks,  
Luigi

Well, those numbers with SetLineCy etc... are absolute number of pixels. They should always be scaled. You can scale with Zx / Zy (for zoom X or zoom Y) - this scales based on size of standard font and should therefore take care about HDPI displays.

Alternative is using DPI - this simply multiplies the argument by 2 if running on HDPI. Better for image related work.

Also note that .iml images can be scaled automatically, if they are set correctly - Image can be marked as normal DPI (and is then automatically upscaled in HDPI), or can be marked HIDPI (and is eventually downscaled), or is "no resolution" and left intact.

Mirek

---

---

Subject: Re: Array and Grid on high definition monitor

Posted by [forlano](#) on Fri, 09 Mar 2018 18:24:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Thu, 08 March 2018 14:30

Well, those numbers with SetLineCy etc... are absolute number of pixels. They should always be scaled. You can scale with Zx / Zy (for zoom X or zoom Y) - this scales based on size of standard font and should therefore take care about HDPI displays.

Hi Mirek,

I am sorry but I have not understood how to scale.

In the ArrayCtrl I am using 3 different display that affect 5 columns. Here are 2 Display:

```
struct FontDisplay3 : Display {
    virtual void Paint(Draw& w, const Rect& r, const Value& q,
        Color ink, Color paper, dword style) const
    {
        Font fnt = Courier(15).Bold();
        ink = Blue();
        String txt = AsString(q);
        w.DrawRect(r, paper);
        w.DrawText(r.left + 2, r.top + (r.Height() - GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink);
    }
};
```

```

struct PaperResult : Display {
    virtual void Paint(Draw& w, const Rect& r, const Value& q,
        Color ink, Color paper, dword style) const
    {
        Font fnt = Roman(16).Bold();
        String txt = AsString(q);
        if (txt.Find("F")>=0) paper=Color(250,150,150);
        else if (txt.Find("U")>=0) paper=Color(124,252,0);
        else if (txt.Find(" ")>=0) paper=Color(255,255,204);
        w.DrawRect(r, paper);
        int a=(r.Width()-GetTextSize(txt, fnt).cx)/2;
        w.DrawText(r.left + a, r.top + (r.Height() - GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink);
    }
};

```

Can you please show me how to scale one of these?

Thanks!

Luigi

Subject: Re: Array and Grid on high definition monitor

Posted by [mirek](#) on Fri, 09 Mar 2018 18:29:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

```

struct FontDisplay3 : Display {
    virtual void Paint(Draw& w, const Rect& r, const Value& q,
        Color ink, Color paper, dword style) const
    {
        Font fnt = Courier(Zy(15)).Bold();
        ink = Blue();
        String txt = AsString(q);
        w.DrawRect(r, paper);
        w.DrawText(r.left + DPI(2), r.top + (r.Height() - GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink);
    }
};

```

```

struct PaperResult : Display {
    virtual void Paint(Draw& w, const Rect& r, const Value& q,
        Color ink, Color paper, dword style) const
    {
        Font fnt = Roman(Zy(16)).Bold();
        String txt = AsString(q);
        if (txt.Find("F")>=0) paper=Color(250,150,150);

```

```
else if (txt.Find("U")>=0) paper=Color(124,252,0);
else if (txt.Find(" ")>=0) paper=Color(255,255,204);
w.DrawRect(r, paper);
int a=(r.Width()-GetTextSize(txt, fnt).cx)/2;
w.DrawText(r.left + a, r.top + (r.Height() - GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink);
}
};
```

(Use of DPI in FontDisplay3 is more matter of taste, could be Zx instead probably).

Mirek  
Can you please show me how to scale one of these?  
Thanks!  
Luigi[/quote]

---

Subject: Re: Array and Grid on high definition monitor  
Posted by [forlano](#) on Fri, 09 Mar 2018 21:55:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Great!

The problem disappeared. I was worried that on this device my program could not work properly.

Thanks,  
Luigi