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Subject: UHD fixes and tweaks

Posted by [mirek](#) on Tue, 04 Sep 2018 11:56:29 GMT

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I have upgraded to UHD monitor and, as expected, noticed various glitches in U++ in UHD mode.

So I have spent past days fixing this; right now I do not see any more problems in the IDE.

In the process, I have implemented one new feature:

It is now possible to have both standard resolution and UHD resolution image with the same name in .iml file. When .iml is 'loaded' and UHD mode is active, UHD resolution image is used instead of standard resolution. Note that if one of those is missing, U++ scales the other one up or down as necessary - this was already implemented for years.

Another significant change is in layout zooming based on 'standard' and 'actual' font size ratios - I have altered the equation slightly to reduce scaling, as that simply looks and works better... (200% scale in UHD looked too big as compared system dialogs in windows).

Mirek

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Subject: Re: UHD fixes and tweaks

Posted by [mirek](#) on Fri, 07 Sep 2018 07:14:56 GMT

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Debug/Run options... now has new 'Disable UHD' flag. If activated, this forces the developed application to be launched in "non-UHD" mode.

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Subject: Re: UHD fixes and tweaks

Posted by [cbpporter](#) on Mon, 10 Sep 2018 08:26:50 GMT

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mirek wrote on Fri, 07 September 2018 10:14 Debug/Run options... now has new 'Disable UHD' flag. If activated, this forces the developed application to be launched in "non-UHD" mode. Nice option, but it would have been better to set the scale with a percentage.

Currently, I'm running Windows 10 DPI fix. Luckily, it is not needed for U++. But some other apps are blurry in UHD mode.

The fix works fine but it does make you restart windows after any change to zoom factor.

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