Subject: Menu and UHD on Windows
Posted by Novo on Wed, 18 Nov 2015 05:14:37 GMT
View Forum Message <> Reply to Message

This is how menu looks on my Windows laptop with resolution 1920x1080 and scaling slider set between Smaller and Larger (I couldn't figure out exact percentage, I think it is 125%, or I just increased default font size (it is 11 in my case)). It doesn't look right to me ... IMHO, icons should be resized and centered.

Thanks.

File Attachments
1) menu.png, downloaded 487 times

Subject: Re: Menu and UHD on Windows
Posted by Klugier on Sat, 21 Nov 2015 16:34:16 GMT
View Forum Message <> Reply to Message

Hello Novo,

I can confirm this. It only happens on Windows. GTK & X11 backend is not affected.

I added this on redmine http://www.ultimatepp.org/redmine/issues/1341. I think it should definitely be fix before 2/2015 release.

Sicnerely,
Klugier

Subject: Re: Menu and UHD on Windows
Posted by mirek on Sat, 21 Nov 2015 23:03:45 GMT
View Forum Message <> Reply to Message

Novo wrote on Wed, 18 November 2015 06:14This is how menu looks on my Windows laptop with resolution 1920x1080 and scaling slider set between Smaller and Larger (I couldn't figure out exact percentage, I think it is 125%, or I just increased default font size (it is 11 in my case)). It doesn't look right to me ... IMHO, icons should be resized and centered.

Thanks.

Icons can only be resized 2x, otherwise it looks too ugly.

Will check visuals (centering).

Subject: Re: Menu and UHD on Windows
Posted by Novo on Sat, 21 Nov 2015 23:59:18 GMT
View Forum Message <> Reply to Message

mirek wrote on Sat, 21 November 2015 18:03
Icons can only be resized 2x, otherwise it looks too ugly.

Will check visuals (centering).

Thanks! IMHO, width of the vertical bar should depend on icon's size, and icons should be centered vertically. At this time vertical bar is just too wide.

Subject: Re: Menu and UHD on Windows
Posted by mirek on Sun, 22 Nov 2015 06:28:24 GMT
View Forum Message <> Reply to Message

Fixed.

Subject: Re: Menu and UHD on Windows
Posted by Novo on Sun, 22 Nov 2015 15:56:56 GMT
View Forum Message <> Reply to Message

mirek wrote on Sun, 22 November 2015 01:28Fixed.

Thank a lot! It also worth mentioning that one should call SetUHDEnabled() to make this work. It took me a lot of time to figure that out. IMHO, UHD mode should be enabled by default. Without UHD enabled GUI looks just terrible (including all examples and demos).

Subject: Re: Menu and UHD on Windows
Posted by mirek on Sun, 22 Nov 2015 17:12:26 GMT
View Forum Message <> Reply to Message

Novo wrote on Sun, 22 November 2015 16:56mirek wrote on Sun, 22 November 2015 01:28Fixed.

Thank a lot! It also worth mentioning that one should call SetUHDEnabled() to make this work. It took me a lot of time to figure that out. IMHO, UHD mode should be enabled by default. Without UHD enabled GUI looks just terrible (including all examples and demos).

Well, that is windows default for apps not aware about UHD...

I am undecided about this. CtrlLib is ready for UHD, but client application might be not...