Doomsday Engine - Feature #1833

[OS X] Support for HiDPI resolutions

2014-07-08 10:16 - skyjake

Status:	Closed	**Start date:**	2014-07-08
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:	3rd party compatibility		
Target version:	1.15		

Description

Changes needed for supporting HiDPI resolutions:

- All hardcoded pixel sizes in runtime images and drawing offsets must be scaled to device pixels (widgets, GuiRootWidget).
- A Doomsday Script variable must be provided for scripts to check the current DPI factor.
- UI style must apply the DPI factor in rules, font sizes, and fixed-size images.
- Mouse coordinates must be translated to device coordinates.
- The GUI Shell's log history must be scaled manually since it is drawn in an offscreen buffer.

History

#1 - 2014-07-08 11:02 - skyjake

- Tags changed from Mac, UI, Input to Mac, UI, Input, Shell

- Description updated