

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:			
<ul style="list-style-type: none">• 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