Doomsday Engine - Bug #2297

UI confused when window moved between screens that have different pixel density

2018-11-18 07:36 - skyjake

Status:	Closed		**Start date:**	2018-11-18
Priority:	Normal		**% Done:**	100%
Assignee:	skyjake			
Category:	Defect			
Target version:	2.1 (Late 2018)			

Description

When there are multiple screens available, it is possible that the Doomsday window is moved between screens whose pixel density is different. In this case, the change in pixel ratio must be detected and the UI must be updated accordingly.

This requires making the pixel ratio part of UI layout length rules so that its value can change dynamically. Also, the UI style package must be reloadable so that fonts can be reconfigured with the appropriate new sizes.

As a side effect, supporting dynamic pixel ratio changes will also make it possible to apply the user's custom UI scale factor on the fly without requiring a restart.

Associated revisions

Revision e5af53c7 - 2018-11-18 07:40 - skyjake

libgui|UI: Changing window pixel ratio

GLWindow will notify observers when the pixel ratio changes.

Renamed the term "DPI factor" to "pixel ratio".

IssueID #2297

History

#1 - 2018-11-18 08:06 - skyjake

- *% Done changed from 100 to 80*

There is a remaining issue with UI images having the wrong sizes after the pixel ratio change.

#2 - 2018-11-18 08:07 - skyjake

- *Status changed from Resolved to In Progress*

#3 - 2018-11-18 12:30 - skyjake

- *Status changed from In Progress to Resolved*
- *% Done changed from 80 to 100*

ec4aee38bd handles image sizing in this situation.

#4 - 2018-12-06 12:14 - skyjake

- *Status changed from Resolved to Closed*