Subject: Text scaling in U++
Posted by koldo on Fri, 06 Sep 2024 10:28:45 GMT
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Greetings to all

I'm getting older, and I'm more and more sensitive to the problems of people with poor eyesight.

Do you know if it is possible to change the text scaling, in the code, without depending on the scaling used by the operating system desktop?

Subject: Re: Text scaling in U++
Posted by Klugier on Fri, 06 Sep 2024 12:39:40 GMT
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Hello Koldo,

You can use CTRL+MOUSWHEEL_UP while holding cursor on code editor, it should make the font of code editor bigger. Alternativly, you can try CTRL++. To make it smaller the combination is opposite. CTRL+MOUSWEEL_DOWN and CTRL+-.

Klugier

Subject: Re: Text scaling in U++
Posted by mirek on Fri, 06 Sep 2024 12:58:55 GMT
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koldo wrote on Fri, 06 September 2024 12:28Greetings to all

I'm getting older, and I'm more and more sensitive to the problems of people with poor eyesight.

Do you know if it is possible to change the text scaling, in the code, without depending on the scaling used by the operating system desktop?

```
GUI_APP_MAIN {
 SetStdFont(Arial(40));
 PromptOK("Is this fine?");
}
```

Note: What we do without using SetStdFont is that we read that font from OS - that among other issues means we read "scaled" value. Then all layouts are scaled on ratio between standard font and "design font". Then if font is bigger then certain threshold, UHD icons become active (either dedicated or synthetised).

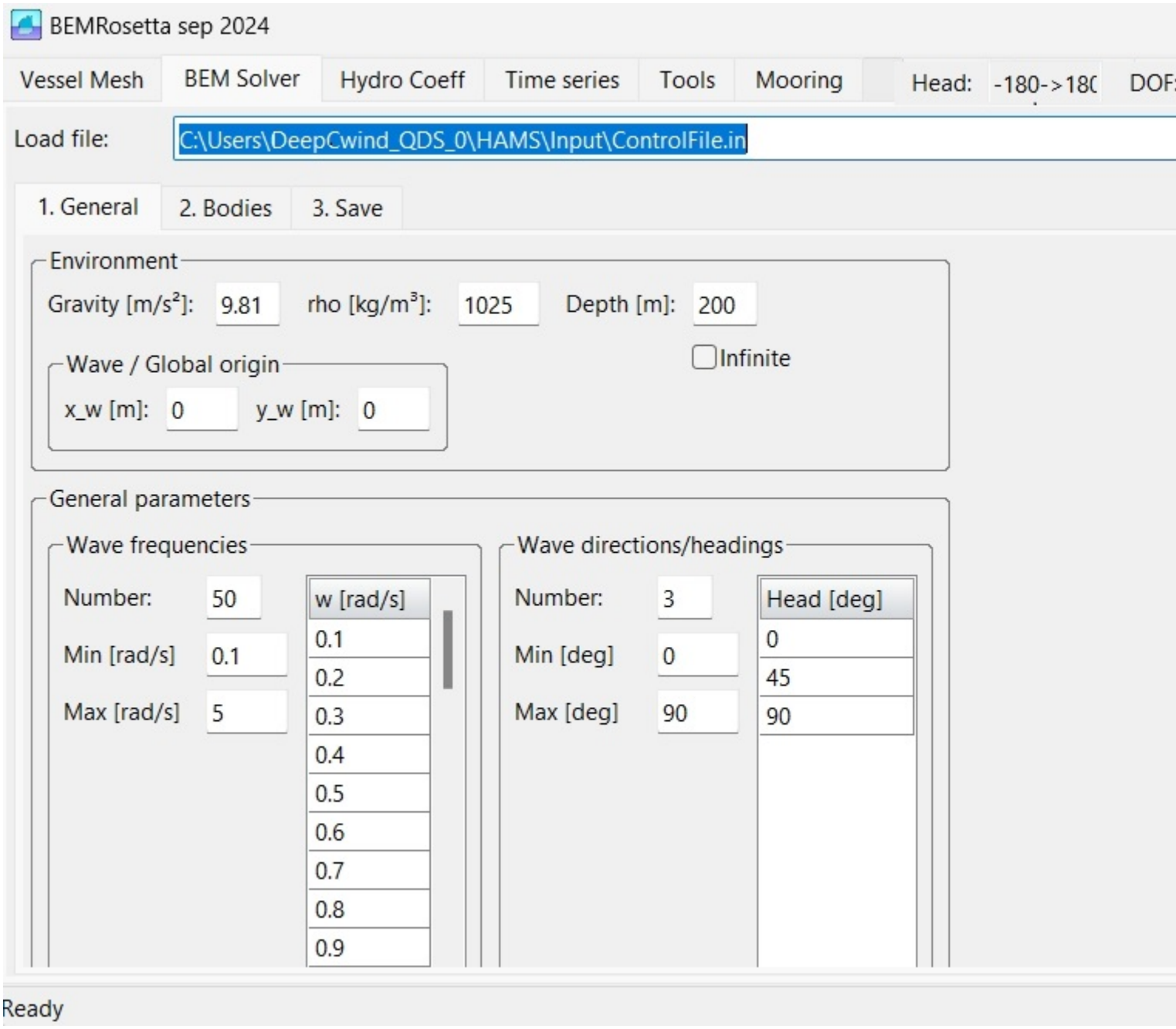
Subject: Re: Text scaling in U++
Posted by koldo on Fri, 06 Sep 2024 19:41:52 GMT
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Thank you Mirek, thank you Klugier

I wanted what Mirek has proposed, to scale all the application.
That's simple excellent!
It is so simple to scale it all.
Of course, I will have to polish some details, but the foundation is solid.

File Attachments

1) theide_lMyENj60WC.jpg, downloaded 848 times



Subject: Re: Text scaling in U++
Posted by koldo on Sat, 07 Sep 2024 11:40:36 GMT
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Hi Mirek

Could it be possible to do this in the middle of the program, for example, after pushing a button?

Subject: Re: Text scaling in U++
Posted by mirek on Sat, 07 Sep 2024 21:22:03 GMT
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koldo wrote on Sat, 07 September 2024 13:40Hi Mirek

Could it be possible to do this in the middle of the program, for example, after pushing a button?

U++ is not really well designed for that, sorry. I think you would at minimum need to destruct all GUI windows, then change the font, invoke Reskin and reopen everything.

Mirek

Subject: Re: Text scaling in U++
Posted by koldo on Sun, 08 Sep 2024 18:34:11 GMT
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No problem, thank you!

The mere fact of having this feature indicates that U++ is miles ahead of the libraries used by some powerful and expensive programs.