

Re: Start menu items inncorrectly sized when changing screen DPI

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alex.melhuish6388@gmail.com wrote in news:1107789321.496439.107320@f14g2000cwb.googlegroups.com:

> *I know this. Think about the practicalities. As you increase the
> resolution, the monitor becomes less able to handle higher refresh
> rates. The resolution of 1280x960 (which I might add *is* a 4:3
> resolution. 1280x1024 is *not*) seemed to be the best setting for
> resolution to refresh ratio.*

you are absolutely correct, my mistake 1280 x 960 is 4:3

> *Also, I don't care if that's 'preferable' – it's technically wrong! I
> do a lot of graphic design work, using professional applications like
> Adobe Photoshop. Photoshop uses the DPI setting of the monitor to
> determine what is a *real* inch (as *all* applications should). So that
> when you choose view>print size, it really *is* print size. You could
> literally hold up a piece of paper that size to the screen, and it
> would fit exactly.*
>
> *My point is there is a bug in Windows, which must be fixed. I can live
> with this, but it's still a problem. I find it rather aggrovating that
> so many people don't know how to setup their equipment properly.*

is it a bug , or is it just that you think it should be done differently
? for the average user, what is there to set up ? how many people even
think that you should calibrate your scanner, to the screen, to the
printer ? i would NOT say it is a bug, as you are free to measure your
monitor, calculate the DPI, and then set the DPI to the result.

> *biggest horror must be the thought of application developers unaware of
> this fact, who blindly design their software in 96 DPI (no doubt on a
> 21" monitor in 1600x1200 squinting at their tiny fonts).*

i take offense to this, somewhat, as i do not 'blindly' develop
application's based on 96 dpi. i develop software with the default

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setting of 96 dpi, because 96 dpi is what the majority of windows installation's are set to. and by majority, in this instance, is probably 99.9%.

- >
- > *Even if this problem isn't fixed in an update, I would hope that the*
- > *Avalon team wake up to monitor DPI, and stop calling it by a stupid*
- > *name like 'screen fonts'. It has nothing to do with fonts – it's about*
- > *physical resolution (not virtual pixel resolution). A simple routine*
- > *when installing Windows is all that's required:*
- > *Request the type of monitor and it's dimensions (i.e. CRT or LCD, 17"*
- > *or 21") then use the optimum resolution based on this data (i.e. LCD is*
- > **always* run at full resolution, for 17" this is normally 1280x1024).*
- > *Then, ask the user to place a ruler on the screen, and drag the slider*
- > *until the physical ruler matches the virtual ruler on screen. Done –*
- > *now 12pt on screen is 12 pt on paper. 3 centimetres on screen is 3*
- > *centimetres on paper. When you select 100% in word, and hold up a piece*
- > *of paper to the screen, it's exactly the same size. Wouldn't that be a*
- > *lovely world? Would it really be *that* hard?*

i would think it's much more complex than that, on a regular CRT monitor anyway. you would have to give exact height and width measurement's of what the monitor is able to display, after you pick the refresh rate, re-calibration would then be necessary for any simple geomety adjustment made on the monitor.

- > *This would all be so much simpler in Avalon, as it's vector based*
- > *(rather than the pixels of Windows XP and previous) so scaling is very*
- > *simple.*
- >
- > *Wake up Microsoft – people do want this, and you should've realised*
- > *this long ago. Find me a monitor that uses 96 DPI nowadays!*
- >
- >

so if you are a professional graphic artist, why do you not use a Mac, as we all know that there's 'no' 'bugs' or issues of any kind with Mac's.