

## Ryzom - Feature # 1335

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	Sywindt	<b>Category:</b>	
<b>Created:</b>	07/21/2011	<b>Assignee:</b>	
<b>Updated:</b>	04/06/2012	<b>Due date:</b>	
<b>Subject:</b>	Add UI scaling functionality		
<b>Description</b>			
<p>On high resolution monitors and for people with bad eyesight, some interface elements are difficult to see.</p> <p>A UI scaling functionality, where the user could choose to scale the UI by a factor of his choice would solve this problem. All elements would be scaled with this factor, including images, texts, windows.</p>			

### History

#### #1 - 04/06/2012 04:18 pm - olmo

Quite a bit of work changing all icons to SVG don't you think? Individual GUI elements could still be made fully/semi scalable on individual basis. True, not as elegant solution but achievable in steps and with a lot less effort. See [http://atys.ryzom.com/start/app\\_forum.php?page=topic/view/7090/8#7](http://atys.ryzom.com/start/app_forum.php?page=topic/view/7090/8#7) for one possible course of action.

#### #2 - 04/06/2012 05:39 pm - kervala

I'm not sure he's talking about SVG there :) Simply resize the interfaces elements before compositing the interface texture.