

Ryzom - Feature # 1335

Status:	New	Priority:	Normal
Author:	Sywindt	Category:	
Created:	07/21/2011	Assignee:	
Updated:	04/06/2012	Due date:	
Subject:	Add UI scaling functionality		
Description			
<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 for one possible course of action.

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

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