

Quassel IRC - Bug #1417

HiDPI issues

08/05/2016 09:21 AM - heftig

Status:	New	Start date:	08/05/2016
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Quassel GUI (Qt)	Estimated time:	0.00 hour
Target version:		OS:	Linux
Version:	0.12.4		
Description I'm running Quassel 0.12.4 with Qt 5.7.0 on a HiDPI GNOME desktop (2× scale). It mostly works well, however... - The icons in the chat and nick lists are not scaled, being half the size they should be. - The default chat view column widths are not scaled, so the timestamp and nick columns are half the size they should be. - The preferences tree is too narrow, cutting off labels.			

History

#1 - 02/01/2017 09:10 PM - heftig

Qt 5.8.0 now; the bug is still valid. In addition:

Setting QT_AUTO_SCREEN_SCALE_FACTOR=1 results in an interface that, except for the text, is too large. All icons are also extremely pixelated.

Setting QT_SCALE_FACTOR=2 results in quadruple-size widgets and double-size fonts.

#2 - 06/11/2019 05:03 PM - confluence

I am experiencing similar scaling issues. I **need** to have QT_AUTO_SCREEN_SCALE_FACTOR set to 1, otherwise all QT apps scale poorly regardless of how I set QT_SCALE_FACTOR.

With QT_SCALE_FACTOR and QT_AUTO_SCREEN_SCALE_FACTOR both set to 1, and interface fonts set to sensible sizes, everything is mostly fine system-wide -- **except** that the icons in Quassel's chat and nick lists are horribly pixelated, presumably because they're blown up small icons rather than bigger icons. I know that the bigger icons exist, because the icons are not pixelated when I unset QT_AUTO_SCREEN_SCALE_FACTOR and adjust QT_SCALE_FACTOR manually.

My current workaround is to disable the chat and nick list icons entirely. I can't just use custom environment variables for Quassel, because then I get a host of other scaling issues which are much more irritating.