Quassel IRC - Bug #2101

UI scaling issue on high-DPI displays

06/13/2026 10:35 AM - mikejohnson

Status:	New	**Start date:**	06/13/2026
Priority:	Normal	**Due date:**	
Assignee:	Sputnick	**% Done:**	0%
Category:	General / Unspecified	**Estimated time:**	0.00 hour
Target version:	1.0.0		
Version:	0.13.1	**OS:**	Linux

Description

On high-DPI displays, some UI elements appear blurry and scale inconsistently. Text, icons, and spacing look uneven across different windows, affecting readability and overall usability. Proper DPI-aware scaling would improve the user experience on modern high-resolution screens.

History

#1 - 08/18/2026 01:06 PM - donaldb291

mikejohnson wrote:

> On high-DPI displays, some UI elements appear blurry and scale inconsistently. Text, icons, and spacing look uneven across different windows, affecting readability and overall usability. Proper DPI-aware scaling would improve the user experience on modern high-resolution screens.

+1 for proper DPI-aware scaling support! Modern high-DPI displays really suffer when mixed DPI or non-integer scaling factors (like 125% or 150%) come into play. Rasterized assets look blurry, and layout padding breaks across multi-monitor setups with different scaling percentages. Moving to vector-based icons and ensuring the UI framework properly hooks into OS-level scaling APIs (like Windows PerMonitorV2 DPI awareness) would make a huge difference in visual fidelity and usability.
https://www.vanillagiftcard-balance.com

#2 - 08/18/2026 01:48 PM - Anonymous

- Assignee changed from Anonymous to Sputnick

#3 - 08/19/2026 10:40 AM - robwalton

Cool Games offers players a convenient way to enjoy online entertainment with instant access to a wide range of games. Without complicated setups or downloads, users can quickly start playing and discover new challenges whenever they want.

#4 - 08/24/2026 08:49 AM - poobeginn

I hit the same issue on Linux with Qt scaling, especially on 4K displays. Setting QT_AUTO_SCREEN_SCALE_FACTOR=1 or QT_SCALE_FACTOR=1.25 in the environment helps as a temporary workaround, but proper Qt High-DPI support in the build would definitely be the ideal fix.

#5 - 08/24/2026 08:49 AM - poobeginn

Has anyone checked if enabling QT_ENABLE_HIGHDPI_SCALING=1 in the startup script or forcing QT_SCALE_FACTOR_ROUNDING_POLICY=PassThrough fixes the fractional scaling blur on multi-monitor setups? If this is specific to Qt 5 builds, updating the core framework config might be easier than manually overriding environment variables fnf
for each screen.

#6 - 08/24/2026 11:34 AM - mikejohnson

Has anyone tested these Qt settings? `QT_ENABLE_HIGHDPI_SCALING=1` or `QT_SCALE_FACTOR_ROUNDING_POLICY=PassThrough` might fix the fractional scaling blur, Like a Broken screen

#7 - 09/04/2026 10:54 AM - jisoo100

As a long-time Quassel IRC user, I've faced similar UI scaling issues on high-DPI displays. It's crucial for accessibility! Have you considered how much this impacts new users' experiences? slope run