

Audacious - Feature #825

Feature request: Winamp skin scaling

August 30, 2018 20:01 - Lukas Sabota

Status:	Rejected	Start date:	August 30, 2018
Priority:	Minor	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Affects version:			

Description

When using a HiDPI display, its difficult to view the old Winamp classic skins. These skins are however still desired and I'm use a lot of users use them. It would be great to be able to scale the size of the UI on the old winamp skins. I remember winamp actually having a "Double UI" option. Double UI would be great - but if there would be a way to do other scaling factors that would be great as well

History

#1 - August 30, 2018 20:03 - Lukas Sabota

Well I am happy to see there **is** a "Double size" option in audacious. Looks like I missed that previously!! Doh!

While this is open - I do think it would be nice to have some fractional scale options if they are do-able (1x, 1.5x, 2x, etc). I may take a look into the complexity of this and report back

Keep this open unless you are aware that fractional scaling is a huge PITA

#2 - August 30, 2018 22:40 - Lukas Sabota

I thought about this more and I'm not sure how fractional scaling would work.. But 3x and 4x could be useful in HiDPI situations

#3 - August 31, 2018 17:24 - John Lindgren

The WinAmp skin scaling should already adjust for high-DPI screens. For example, over 192 DPI, 2x is the "normal" scaling and "double size" will increase it to 3x instead.

What is your DPI setting? Run "xrdp -query" to find out if you're not sure.

#4 - September 04, 2018 18:34 - Lukas Sabota

Thanks for the info John Lindgren. Looks like I was having some UI issues with my PC with the 4K monitor.

This can safely be closed; thanks and sorry for the noise

#5 - September 05, 2018 03:37 - John Lindgren

- Status changed from New to Rejected

All right, glad to hear you found a solution. Closing.