

High resolution display support in Gnome

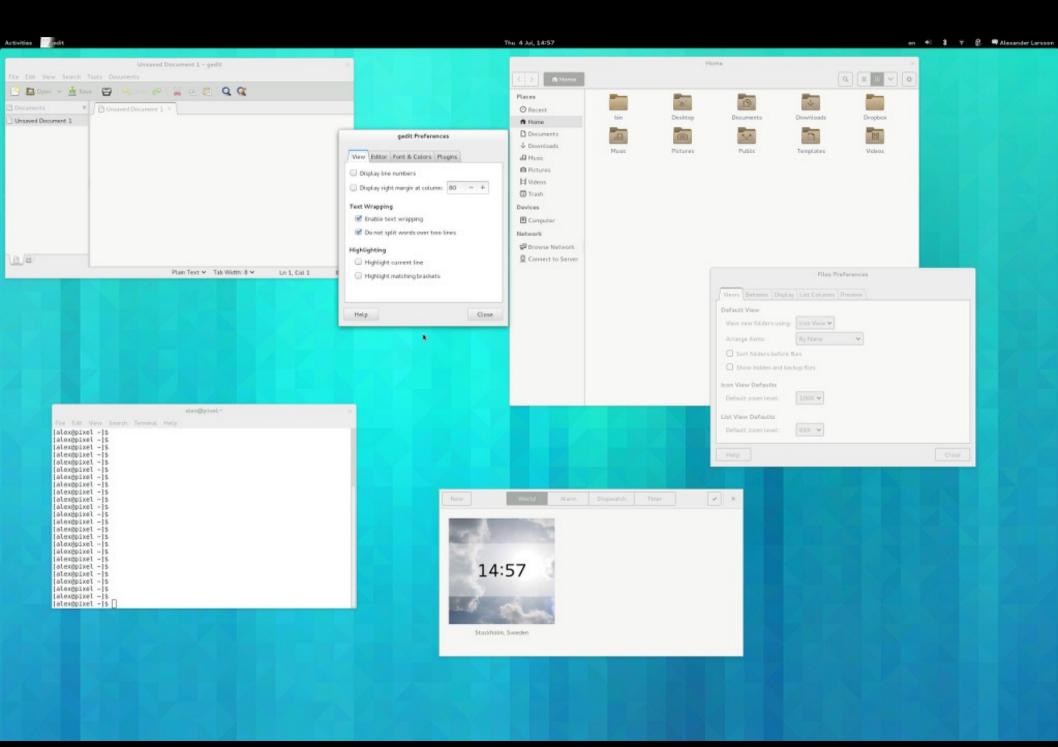
Alexander Larsson <alex1@redhat.com>

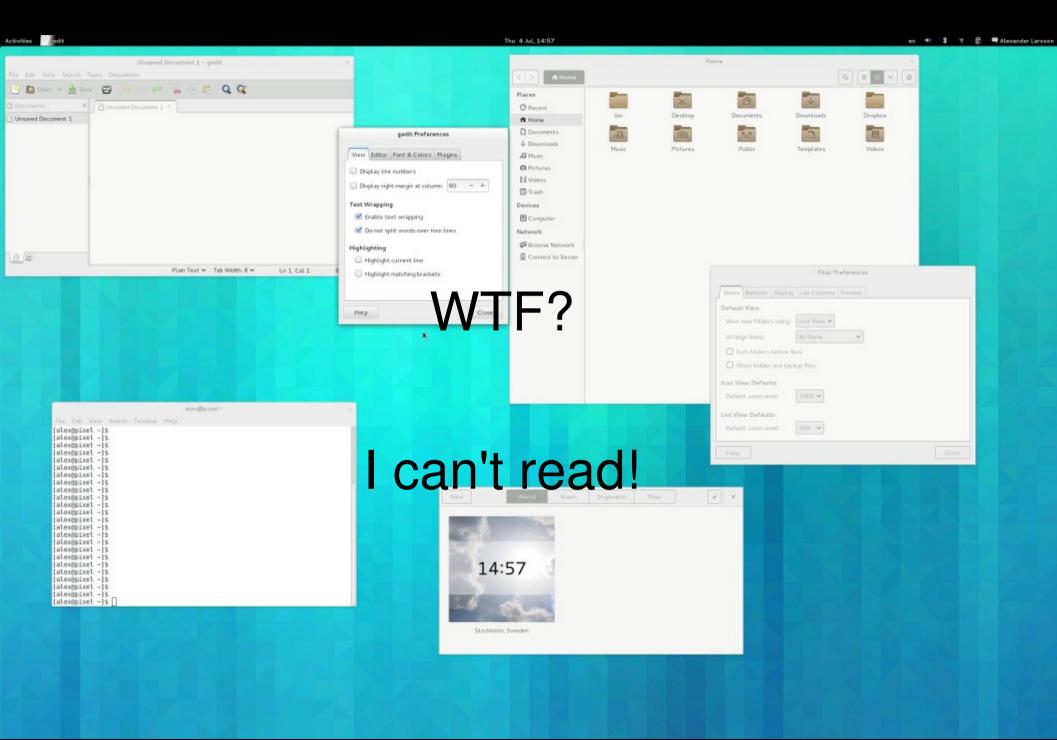
Who am I?



Problem definition

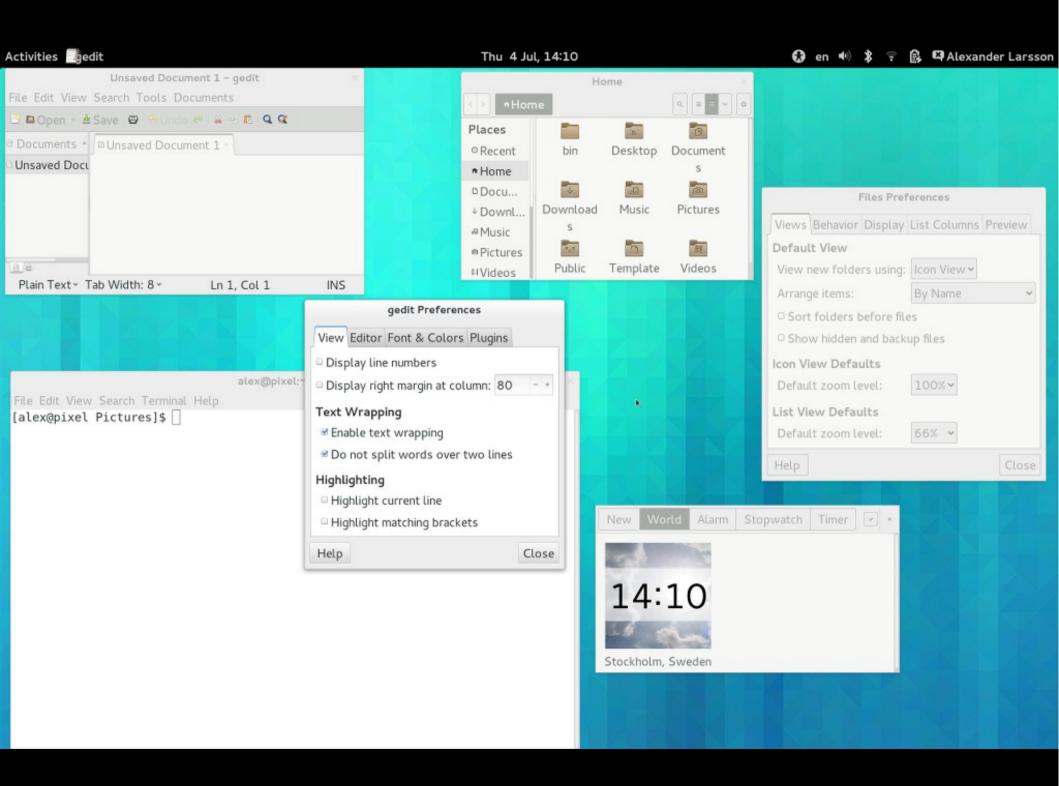


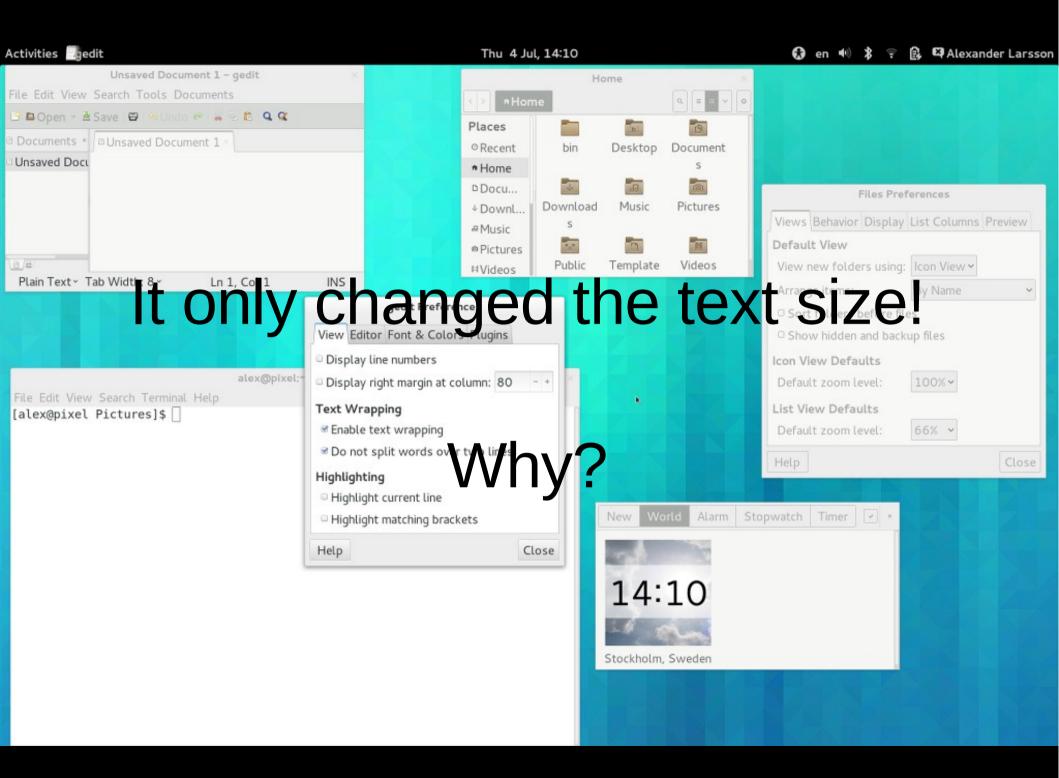




Enter: DPI – Dots Per Inch

- Pixels per inch on the output screen
- Historically around 100 DPI for monitors
- Chromebook Pixel has 239 DPI
- Setting in X (Xft.DPI)
- Normally set to 96 by Gnome
- Tweakable via org.gnome.desktop.interface.text-scaling-factor





Why not scale everything with DPI?

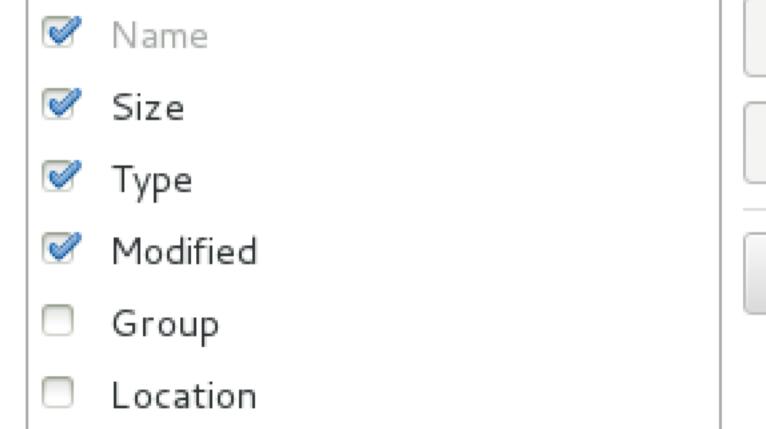
For monitors with "traditional" densities:

- One pixel is "visible"
- Rendering needs to match pixel grid to not look fuzzy
- Even when the rendering is "vector" based

Also:

- Lots of content is pixel based
 - Icons
 - Pictures
 - Cursors

Choose the order of information to appear in the list view.

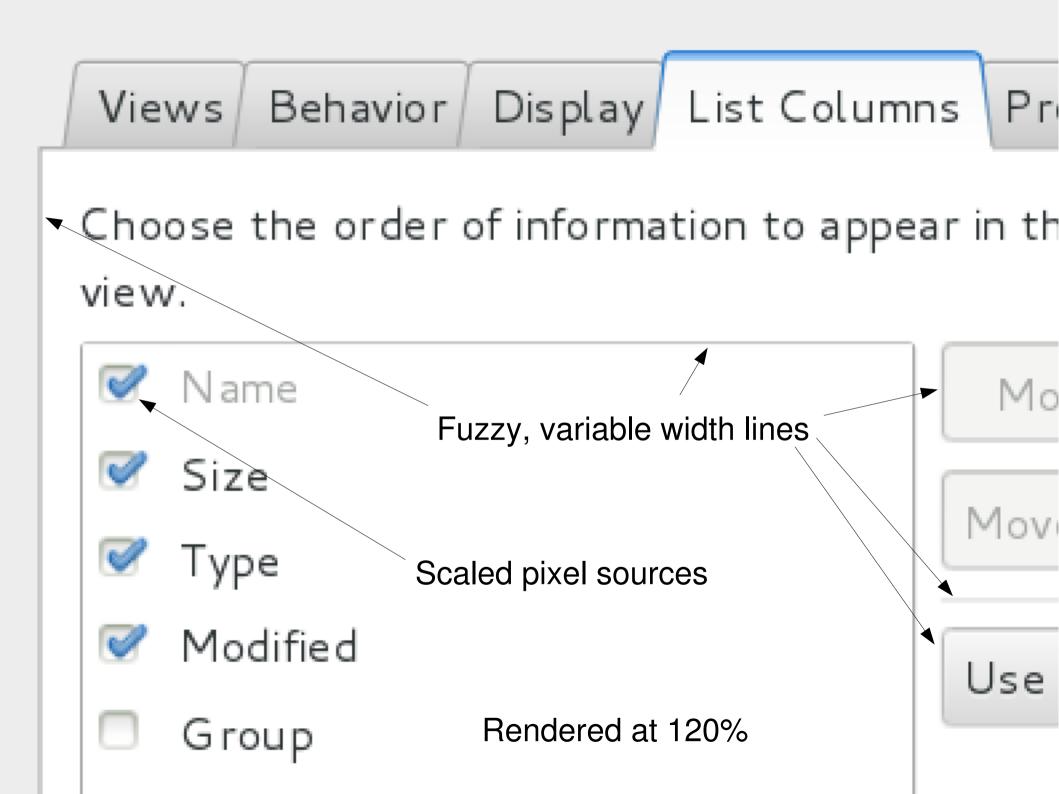


MIME Type

Move Up

Move Down

Use Default



Why not scale everything with DPI? (cont)

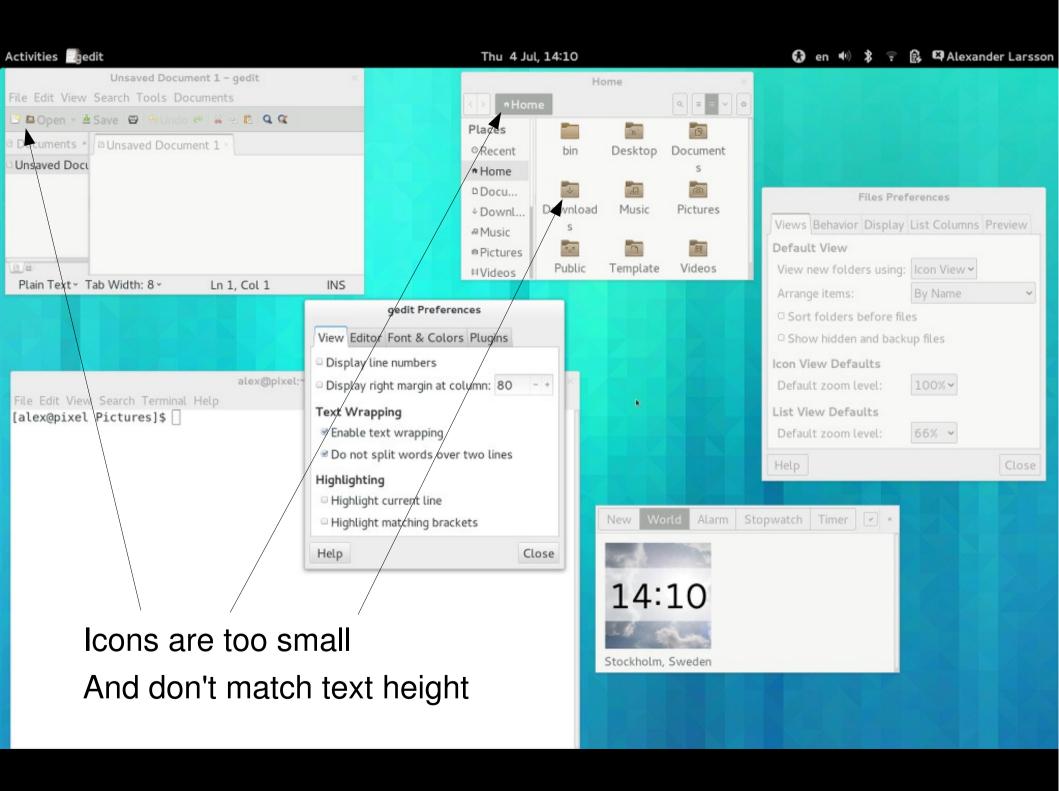
Also, it doesn't really matter in practice:

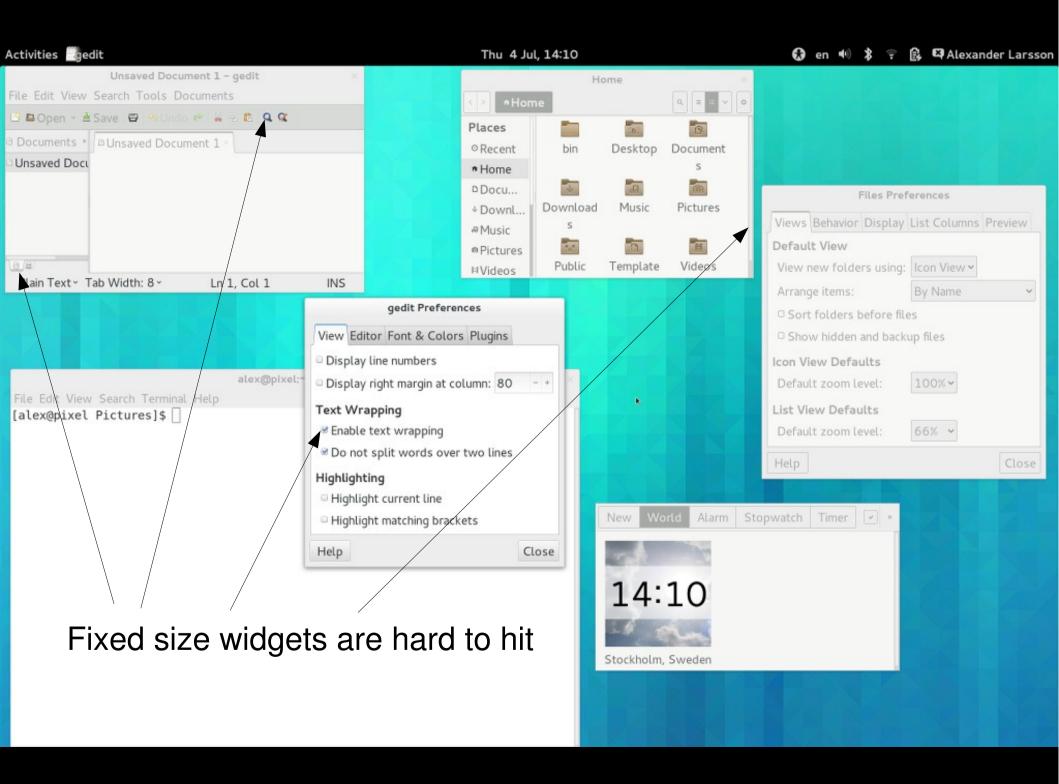
Height of buttons on screen:

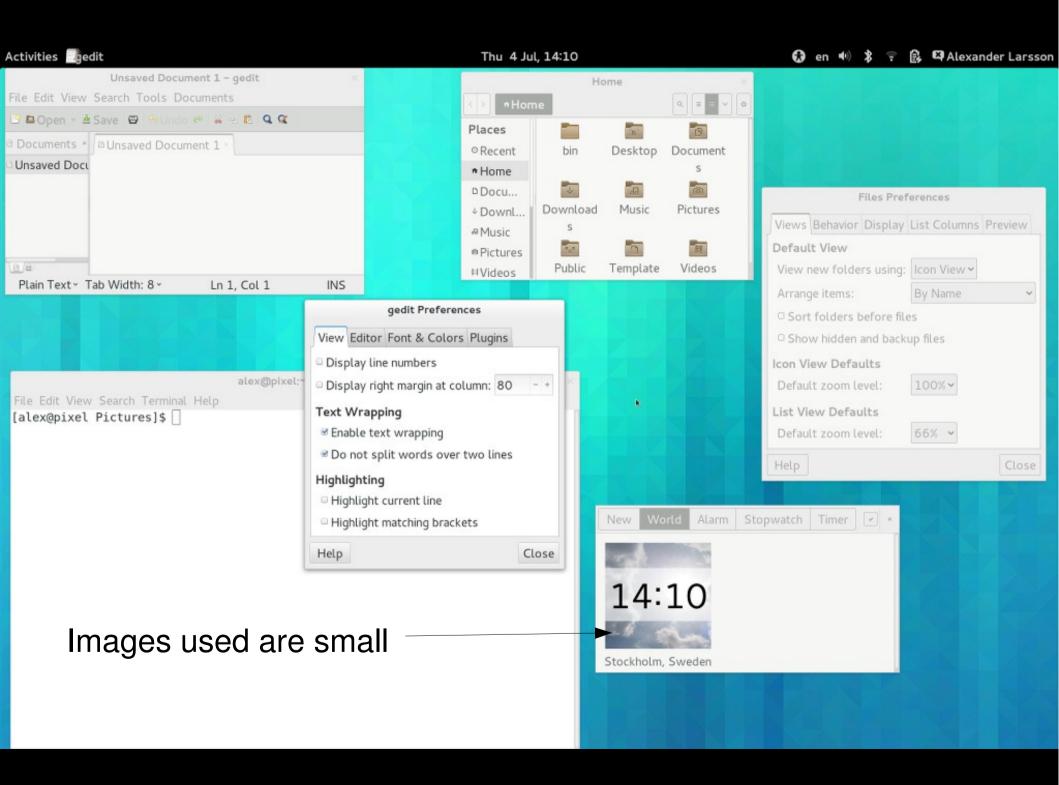
- Laptop screen: 6mm
- 23" external monitor: 8mm

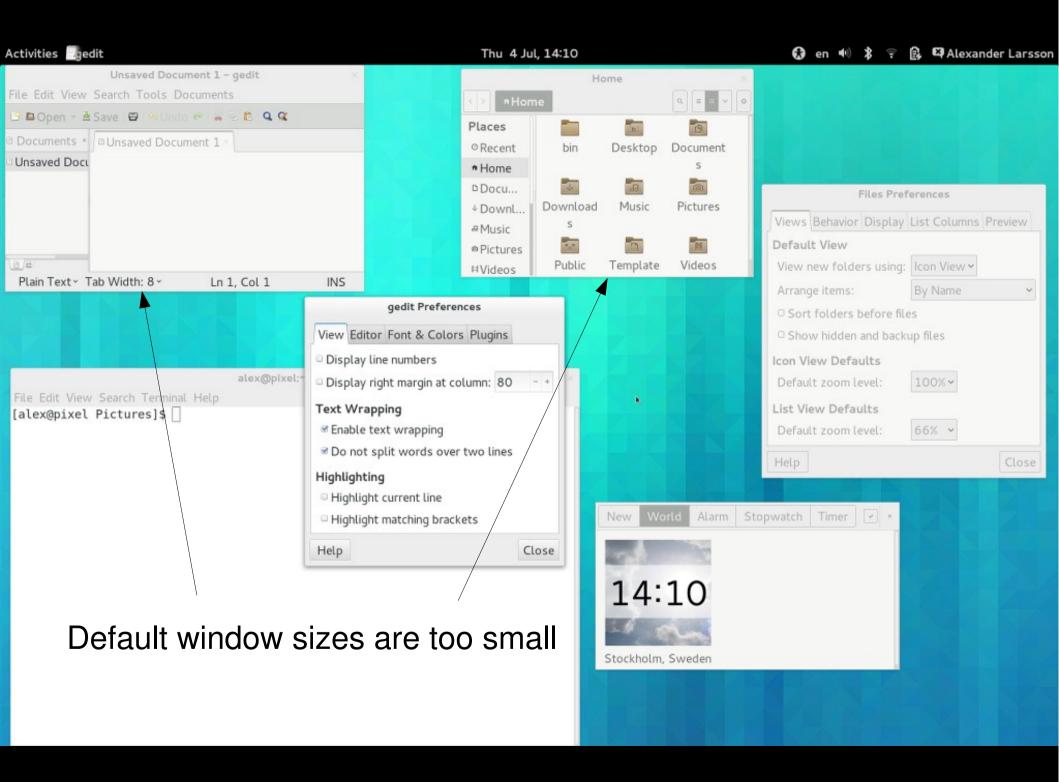
Both work fine.

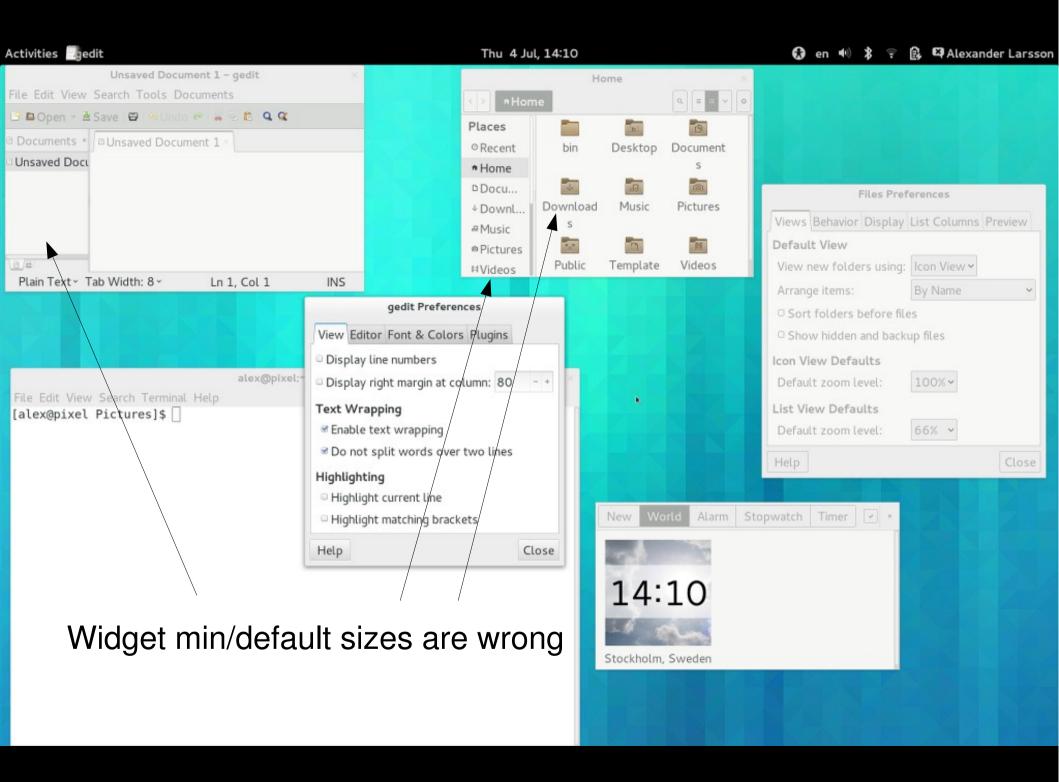
However, on the Pixel it clearly doesn't work

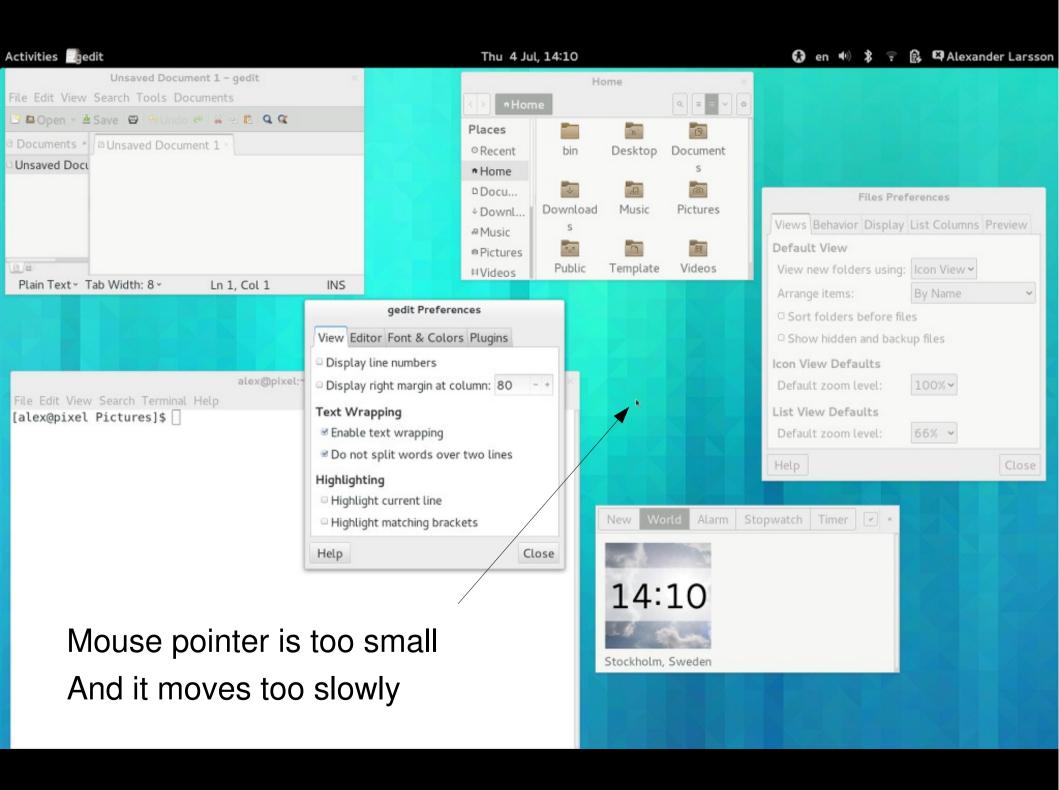


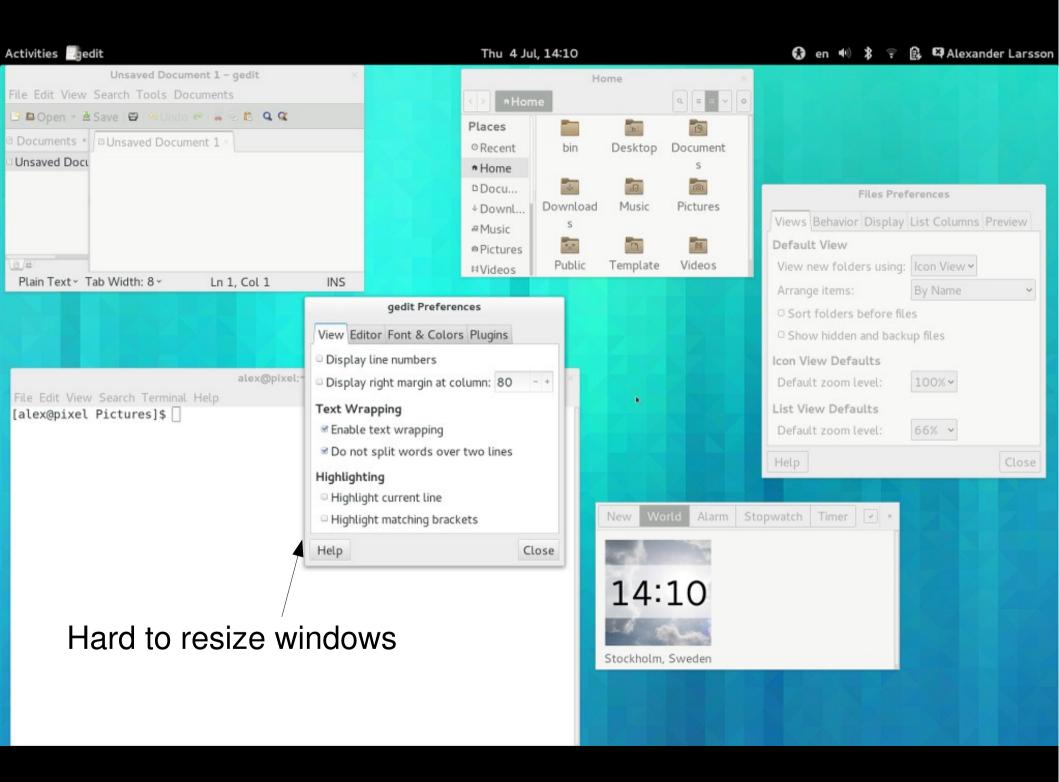


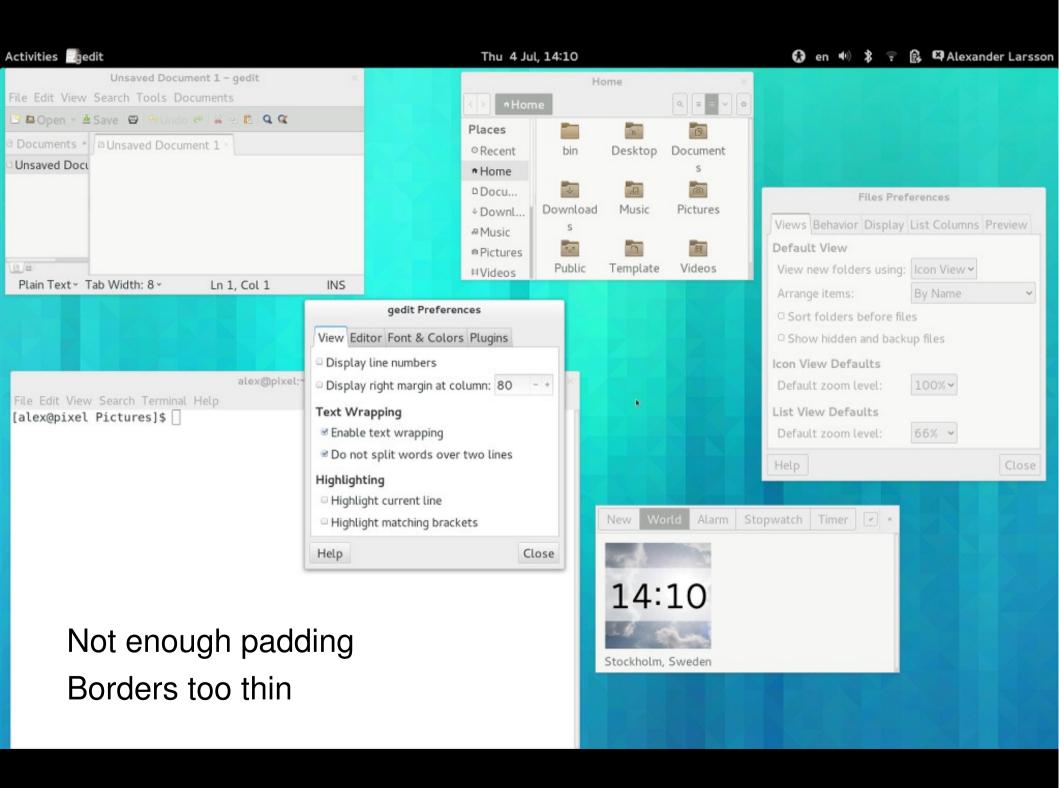












Summing it up

- Lots of places specify sizes in pixels
- Implicit sizes based on images don't scale
- Don't want to change all existing code
- Don't want to make code more complex

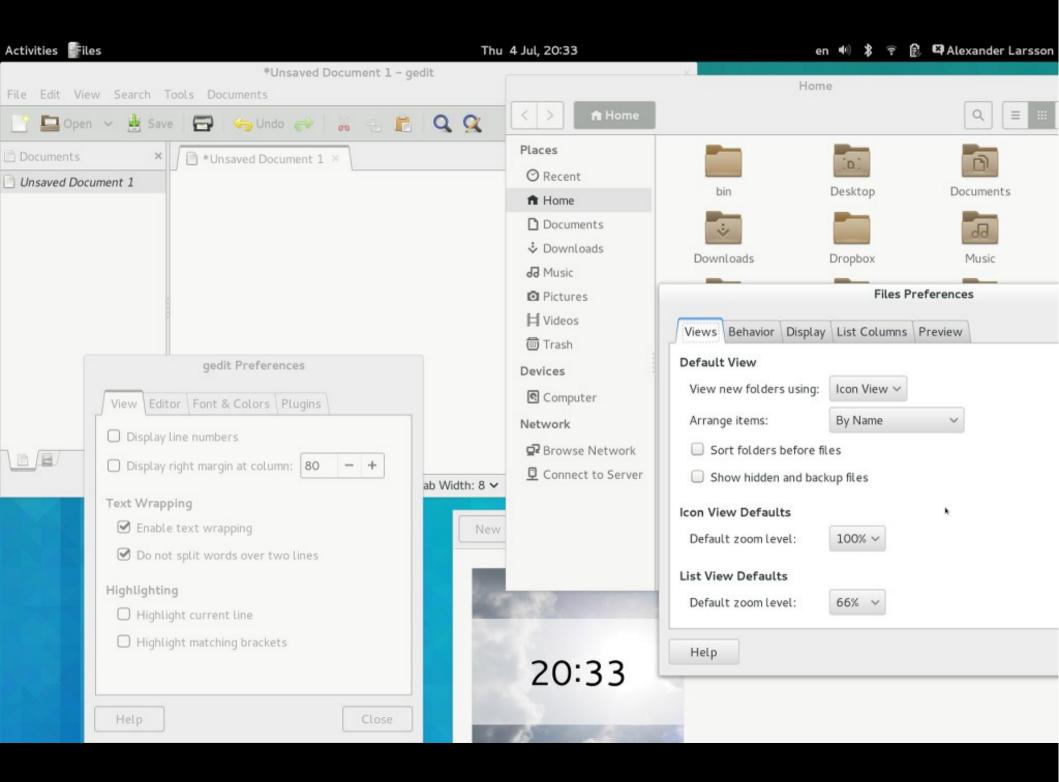
Multiple monitors

- External monitors may have lower DPI
- A window can be visible on multiple monitors

Want a window to have *approximately* the same physical size on all monitors.

Solution:

- Specify sizes in an abstract "pixel" size
- On "traditional" monitors these are the same as monitor pixels
- On "HiDPI" monitors these are scaled to multiple monitor pixels
- Use integer scaling factor to keep pixel grid alignment
- Scaling is applied automatically
- Vector-based drawing renders in higher resolution
- Allow specifying high resolution alternatives for pixel data
 - Icons
 - CSS images



How does this affect programmers - Cairo

- cairo_surface_set_device_scale()
- cairo_surface_get_device_scale()
- Automatically applies a scaling factor when rendering
 - Can't unset with e.g. cairo_identity_matrix()
- Applies scale factor when using the surface as source
- You don't really have to care, Gtk+ hides this

How does this affect programmers - Gdk

- Window, Screen, Monitor:
 - Sizes reported in abstract pixels
 - Position reported in abstract pixels
- gdk_window_get_scale_factor()
 - May change over time
- gdk_screen_get_monitor_scale_factor()
 - May change over time
- Mouse position reported in abstract pixels
 - Uses floating point, so has full resolution

How does this affect programmers – Gdk (cont)

- gdk_window_create_similar_surface()
 - Creates scaled offscreen surfaces if the window is scaled
 - Use this for all kinds of double buffering to avoid pixelized results
 - Recreate double buffers when scale changes
- gdk_window_create_similar_image_surface()
 - Allows creation of scaled image surfaces
 - Lets us specify pixel data which will automatically scale correctly when drawn
 - Allows you to specify the target GdkWindow ahead of time for more efficient rendering
- gdk_cairo_surface_create_from_pixbuf()

How does this affect programmers - Gtk

- Size allocation happens in abstract pixels
- GtkWidget::scale
 - Use property notification to detect changes
- cairo_surface_t is the primary way to specify pixel data
 - gtk_image_[new|set]_from_surface
 - GtkCellRendererPixbuf::surface
 - Automatic scaling wrt the target scale
 - More efficient to render
- GtklconTheme supports choosing scaled icons
 - Icon theme spec extension for Scale
 - Otherwise picks larger icons
- CSS extension to specify alternative images:
 - -gtk-scaled(url('file.png'),url('file@2.png'))
 - Make sure they have the same size (sans scale)

Implementation – Wayland

- Protocol additions in Wayland 1.2
- Output/Surface positions in abstract pixels
- Compositor chooses the scale for each output
 - Exposed to client by an Output property
- Clients can chose to supply a buffer of a larger scale
- Compositor scales client buffers as needed
- Allows mixed-scale monitor
 - Including windows displaying on multiple monitors
- Gtk+ picks maximum scale of all monitors the window is on
 - Changes when the window moves between monitors
- Uses cairo surface device-scale to implement scaling
- This is the future!

Implementation – X11

- X screens/monitor size/positions are reported scaled down
- XWindows are larger than the corresponding GdkWindows
- Event coordinates are scaled when converting from X
- Only one scale can be used for all monitors
- GDK_SCALE environment variable
 - Useful for testing
- New Xsetting for scale
 - Will be set automatically in Gnome
- New Xsetting for the "unscaled dpi"
 - Normal dpi can be scaled for non-scale-aware apps
- Uses cairo surface device-scale to implement scaling
- Needs care when mixing with native X/GL operations

Implementation – OSX

Limitations

Thank brion

Future plans