

Quassel IRC - Bug #1918

Problem with fractional HiDPI scaling in Windows

09/09/2025 07:44 PM - Cyberhead

Status:	New	Start date:	09/09/2025
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Quassel GUI (Qt)	Estimated time:	0.00 hour
Target version:		OS:	Windows
Version:	0.14.0		
Description <p>On a Windows 11 system running Quassel Client v0.14.0 at 150% scaling, the UI appears disproportionately oversized compared to all the other programs in the system.</p> <p>This is a known bug with Qt that can be solved by setting the global environment variable</p> <pre>QT_SCALE_FACTOR_ROUNDING_POLICY=PassThrough</pre> <p>in system settings, which isn't exceptionally difficult, however, it would make sense to make necessary changes in the source code for convenience reasons.</p>			

History

#1 - 09/13/2025 01:00 PM - kojowo8976

Cyberhead wrote:

On a Windows 11 system running Quassel Client v0.14.0 at 150% scaling, the UI appears disproportionately oversized compared to all the other programs in the system <https://www.kaisermemberservices.org>

This is a known bug with Qt that can be solved by setting the global environment variable [...] in system settings, which isn't exceptionally difficult, however, it would make sense to make necessary changes in the source code for convenience reasons.

This is a known issue with Qt applications on Windows when using fractional HiDPI scaling. A user has reported that on Windows 11 with 150% scaling, Quassel's UI is disproportionately large. The suggested fix is to set the environment variable QT_SCALE_FACTOR_ROUNDING_POLICY=PassThrough, and the user recommends integrating this change into the source code for convenience.