
DEVICE_SCALE_FACTOR - Win10

Posted by [Keks](#) on Fri, 14 Mar 2025 12:43:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

PixelsPerInch

```
GetSystemMetrics(SM_CXSCREEN);  
GetSystemMetrics(SM_CYSCREEN);
```

```
SM_CXSCREEN 1536  
SM_CYSCREEN 864  
Screen.PixelsPerInch 96
```

```
DEVICE_SCALE_FACTOR 125  
SM_CXSCREEN 1536  
SM_CYSCREEN 864
```

```
DEVICE_SCALE_FACTOR 100  
SM_CXSCREEN 1536  
SM_CYSCREEN 864  
Screen.PixelsPerInch 96
```

```
DEVICE_SCALE_FACTOR 125  
SM_CXSCREEN 1920  
SM_CYSCREEN 1080  
Screen.PixelsPerInch 96
```

```
var  
    DEVICE_SCALE_FACTOR: UINT;  
...  
    GetScaleFactorForMonitor: function(monitor: HMONITOR;  
        var DEVICE_SCALE_FACTOR: UINT): HRESULT; stdcall;  
...  
  
    hShcore := GetModuleHandle('Shcore');  
    GetScaleFactorForMonitor := GetProcAddress(hShcore, 'GetScaleFactorForMonitor');
```

```
ErrCode := GetScaleFactorForMonitor(Monitor.Handle, DEVICE_SCALE_FACTOR);  
Memo1.Clear;  
Memo1.Lines.Add('DEVICE_SCALE_FACTOR ' + IntToStr(DEVICE_SCALE_FACTOR));
```

DEVICE_SCALE_FACTOR - Win10

Posted by [BlackEric](#) on Sat, 15 Mar 2025 19:36:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Is GetScaleFactorForMonitor winapi returning incorrect scaling factor?
