

Emulator - Emulator Issues #6602

There is no way to set Dolphin to run at a particular Window Size within the UI

09/14/2013 12:23 PM - JMC4789

Status:	Accepted	% Done:	0%
Priority:	Low		
Assignee:			
Category:	UI		
Target version:			
Operating system:	N/A	Relates to performance:	No
Issue type:	Feature request	Easy:	Yes
Milestone:	Current	Relates to maintainability:	No
Regression:	No	Regression start:	
Relates to usability:	No	Fixed in:	
Description			
This is something that has bothered me for a while. The only way to do this at all is to use auto-adjust window size which sets it to the size based on Internal Resolution.			
Shouldn't there just be an option to set the windowed resolution of Dolphin? Without having to dig through the config file?			

History

#1 - 09/14/2013 12:25 PM - JMC4789

Named it wrong, sorry. But yeah, there is no place in the UI to change this.

#2 - 09/14/2013 12:29 PM - Maymilae

- Category set to ui

#3 - 09/14/2013 07:38 PM - tommyhl2.SS

There used to be options like this a while ago, but it was deemed as not needed and was removed. I believe 3.0 has these options, so you can look at that build if you like.

#4 - 09/14/2013 07:48 PM - tommyhl2.SS

Actually, it was r5000 that I was thinking of, not 3.0.

#5 - 09/14/2013 10:47 PM - Maymilae

2.0 has the option. It was probably shed around the same time as Dolphin moved away from video plugins.

#6 - 09/15/2013 07:09 PM - tommyhl2.SS

Nah, it was shed when neobrain said something like: "you can already resize your window to any size you want by manually dragging it, this option isn't needed.". :P

#7 - 09/15/2013 07:17 PM - NeoBrainX

AFAIK the old window size option was misleading because it specified the actual window size instead of the client area, leading to blurred images due to image stretching when people blindly set the same window size as the output image (which is another tricky thing, because it's neither equal to the IR nor to the output resolution).

I.e. unless people knew what they're doing the option wouldn't do what they wanted it to do. There really is no advantage of manually specifying the window size over manually resizing it.

I do agree that some way to improve the window sizing though. The automatic window sizing should be more flexible than it is right now.

#8 - 09/17/2013 01:12 PM - Maylmlae

- *Status changed from New to Accepted*
- *Milestone set to Next*

Looks like everyone is in agreement that something should be done here.

#9 - 09/23/2013 03:11 AM - delroth

- *Milestone changed from Next to Current*

4.0 was released, moving Milestone-Next to Milestone-Current.

#10 - 09/23/2013 09:02 AM - phire

I assume the sizes we want are mostly whole multiples of the rendered screen.

Perhaps we can implement this as "Hold shift while resizing window to snap to common sizes"

#11 - 04/08/2014 10:05 AM - delroth

- *Priority set to Low*

#12 - 05/25/2014 07:06 PM - delroth

- *Milestone changed from Current to Next*

Moving to next milestone since these issues are not critical to a new release.

If you feel strongly about this issue and want it to block the next Dolphin release, please assign yourself as owner and re-add Milestone-Current.

#13 - 06/24/2016 10:53 AM - JosJuice

- *Milestone changed from Next to Current*

5.0 was released, moving Milestone-Next to Milestone-Current.