LR Panel font size change test:

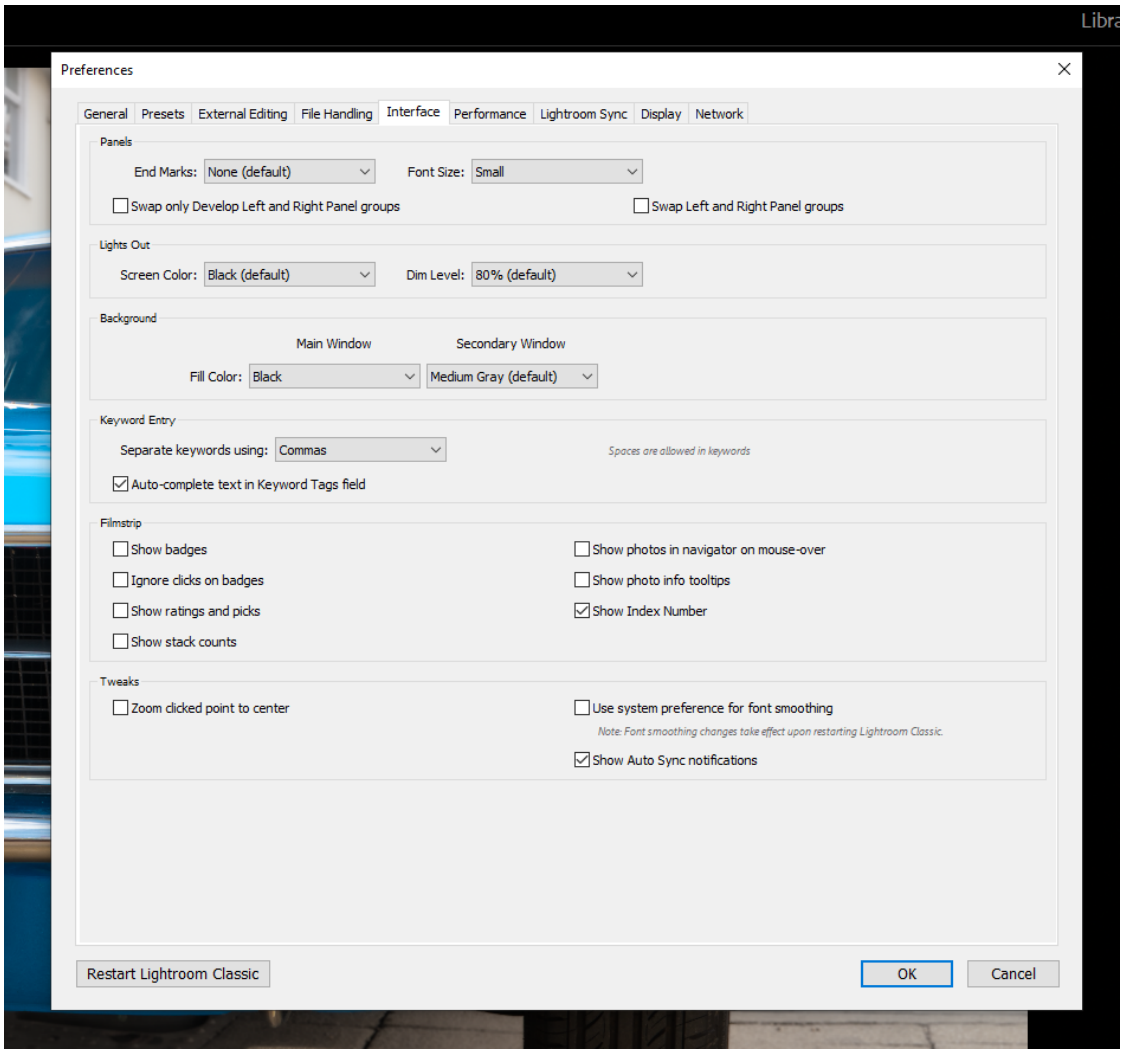
System info provided at the end of this doc.

Steps to reproduce:

Select Preferences from the edit menu, then the Interface tab.

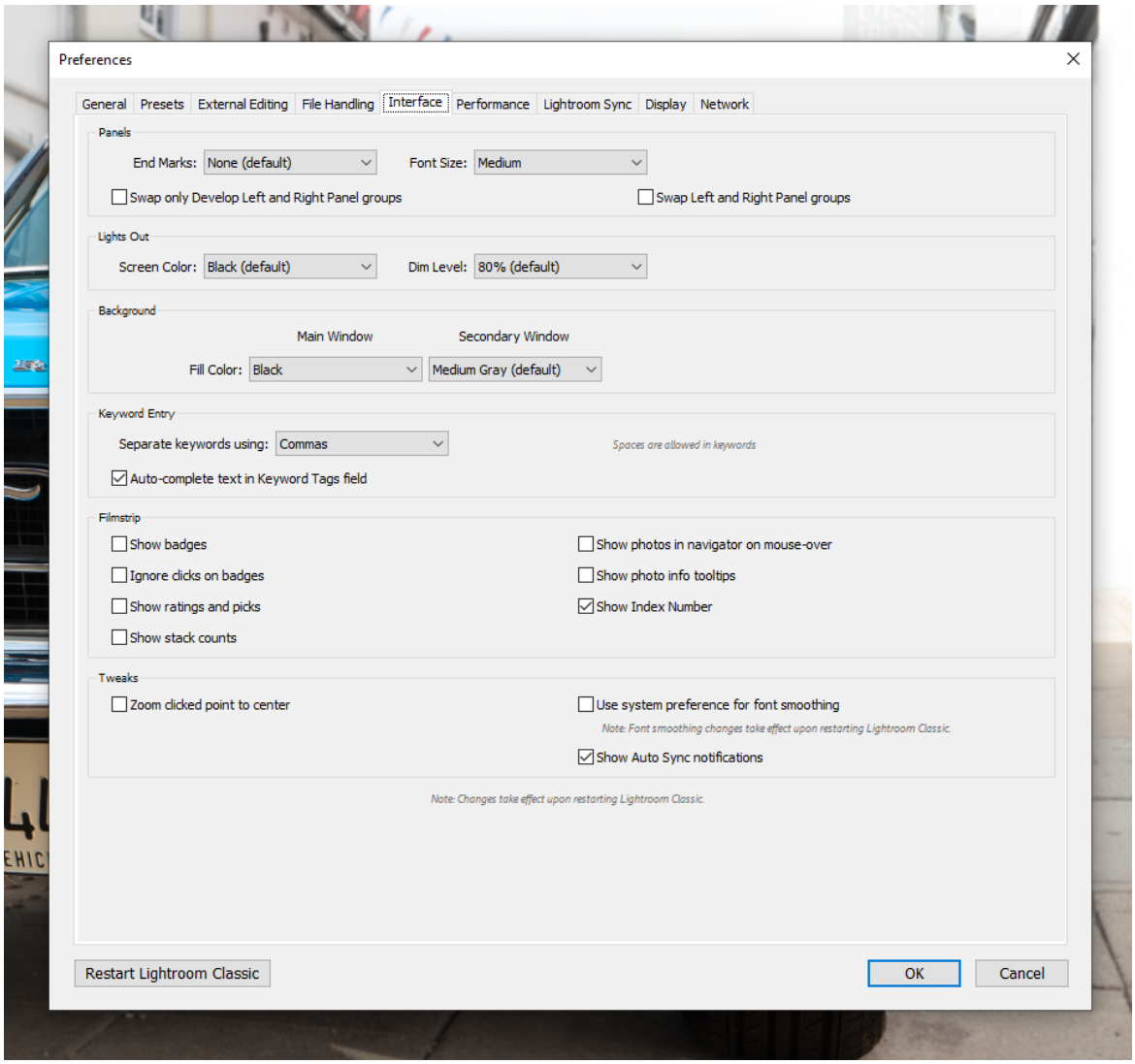
Change the Panels – font size to '**small**' using the dropdown.

Select 'Restart Lightroom Classic' button at the bottom of the Preferences window.



LR restarts and shows the following:

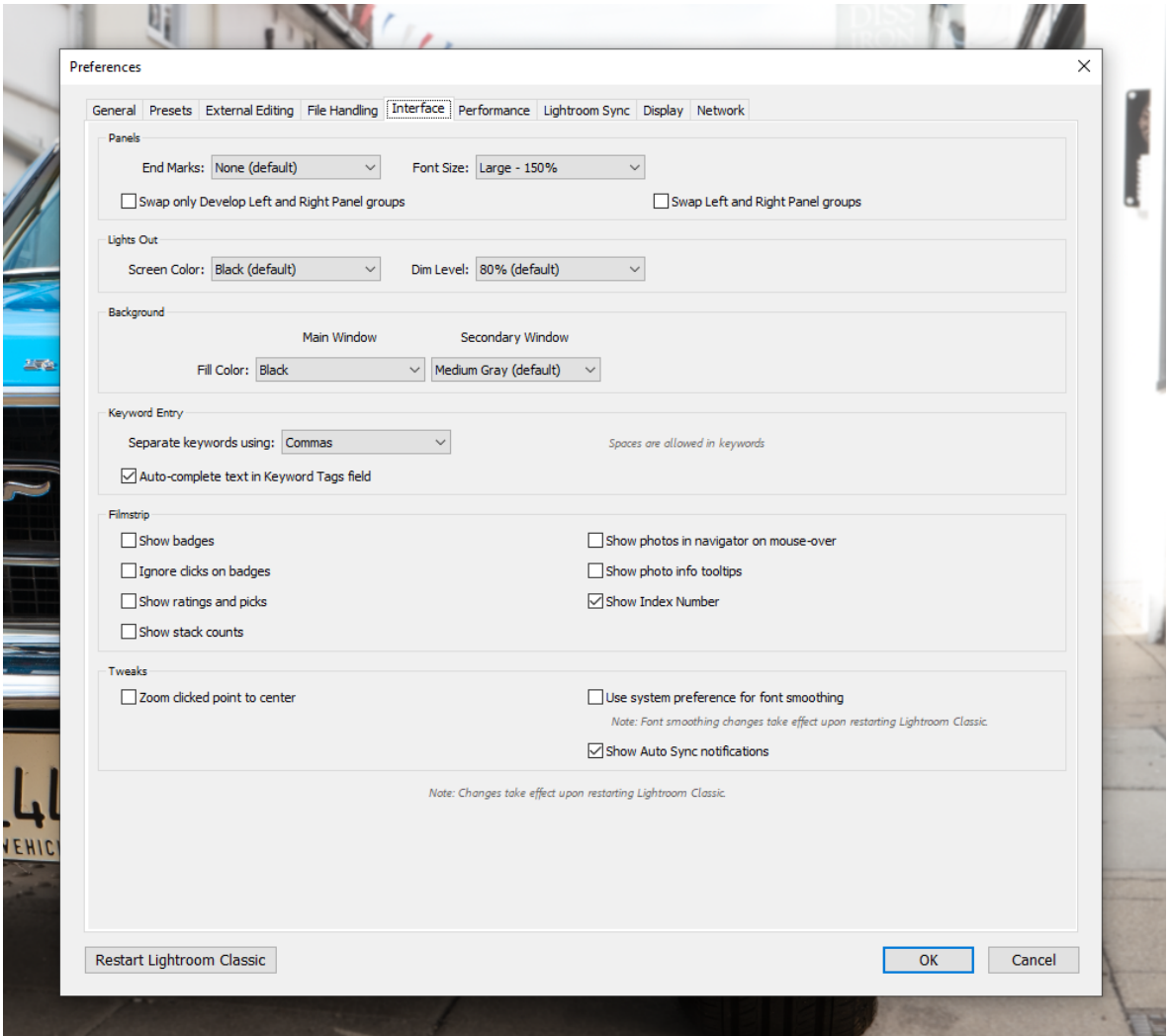
Step two, open up the preferences window as before, this time set the font size to '**medium**' and restart lightroom.



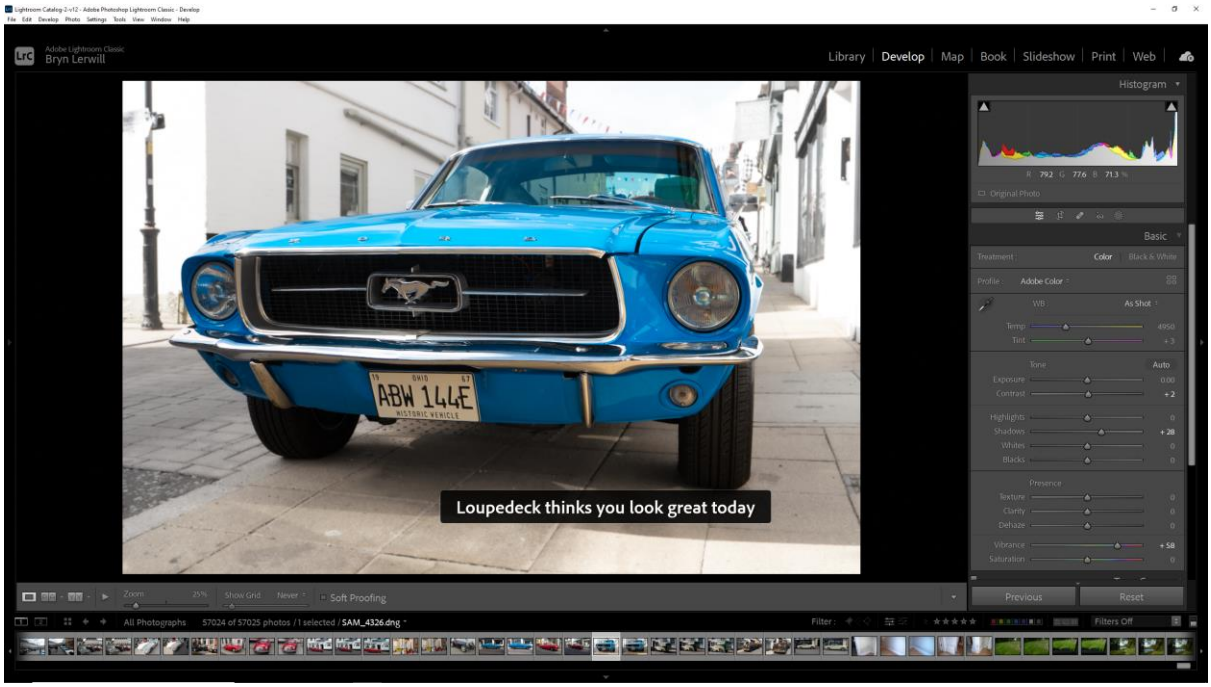
LR restarts and shows the following

Issue is that the Developer panel has not changed, I cannot determine a difference between this and this and the first screen dump done with a ‘small’ front selected.

For completeness, Step three, open up the preferences window as before, this time set the font size to ‘**large – 150%’** and restart lightroom.

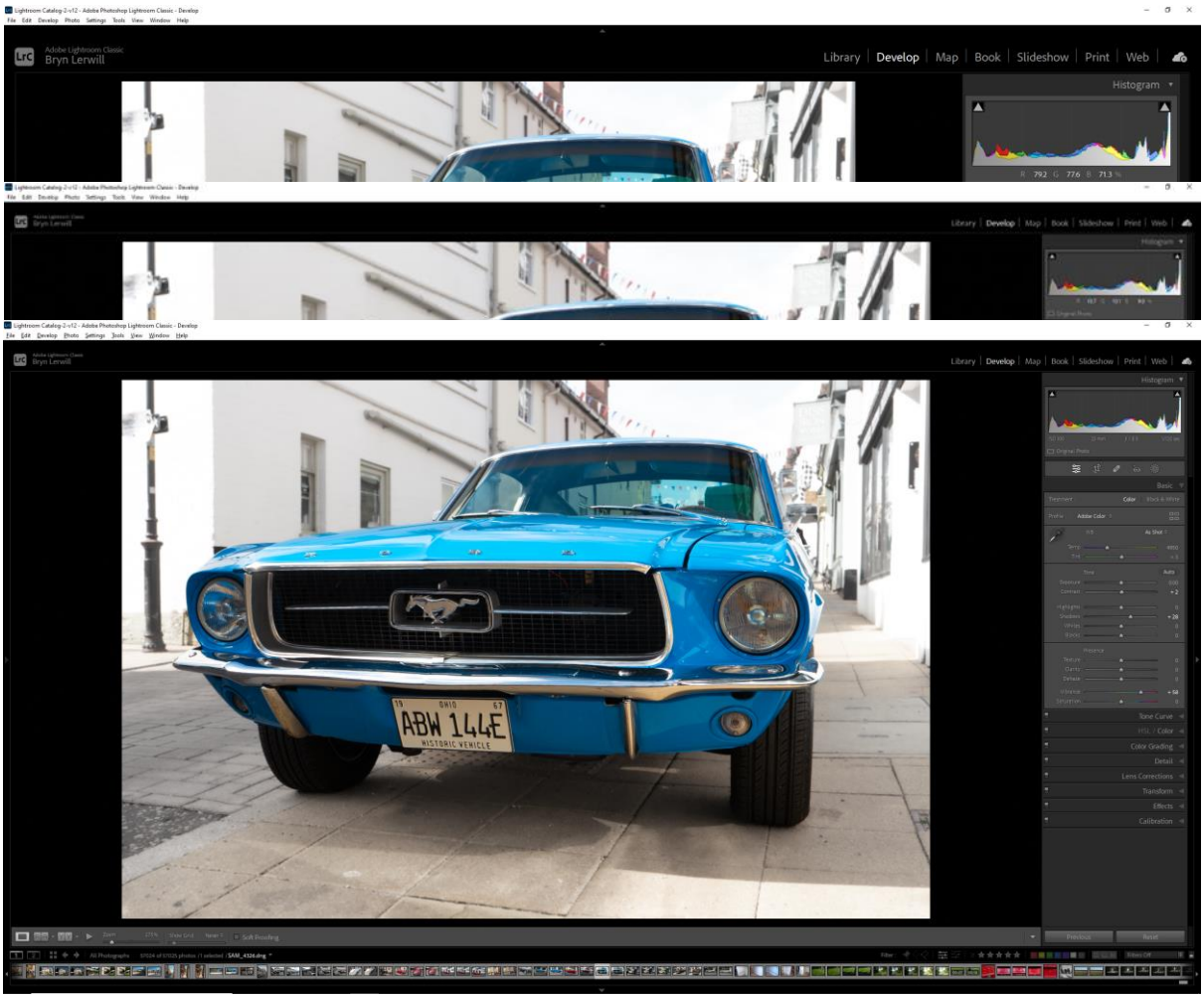


LR restarts and shows the following:

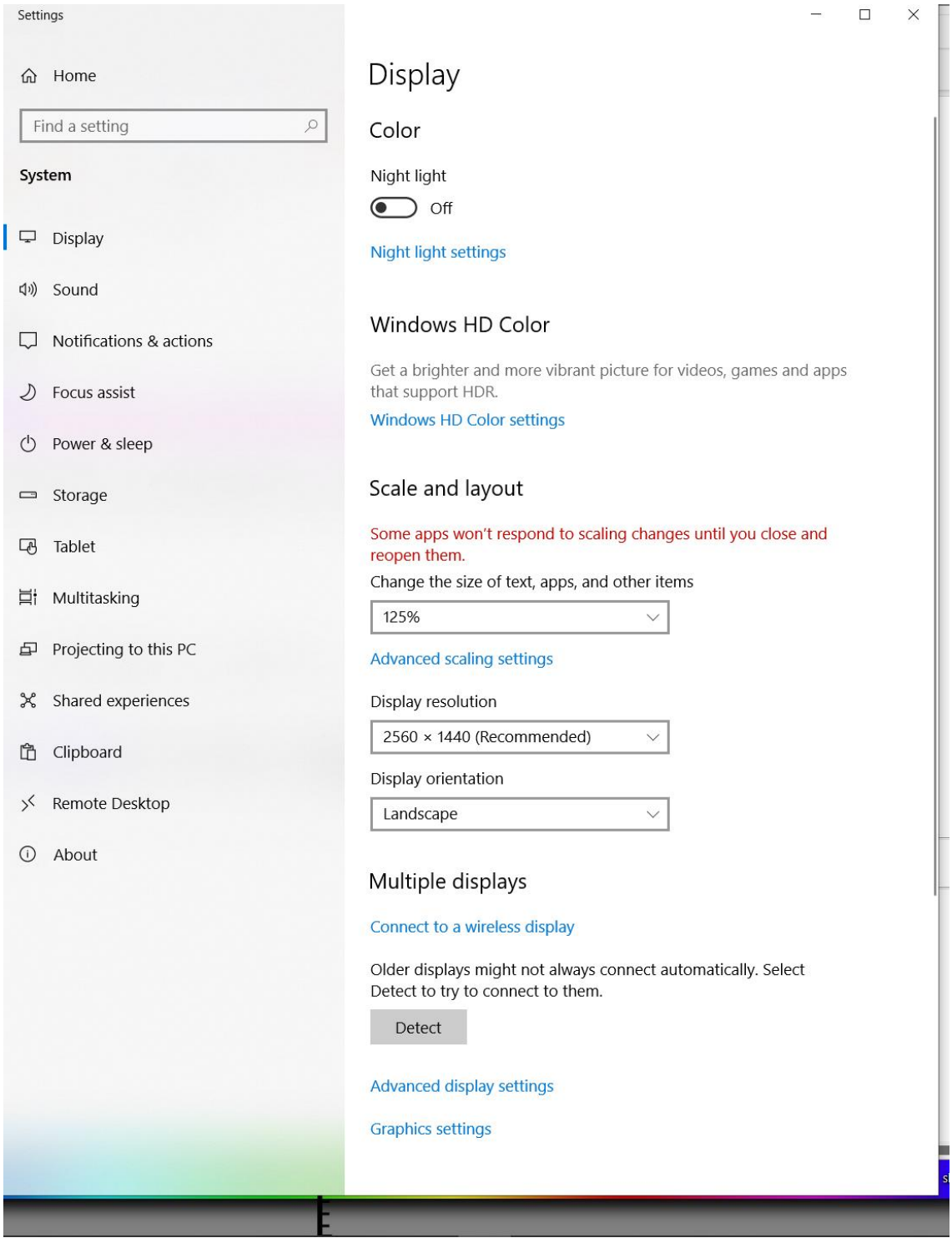


With the ‘large -150%’ font size selected, the Developer panel is clearly wider, and the font size is larger. The tab options at the top (Library/Develop/Map/Book…) are also in a larger font.

Overlaying the three different font size options together, clearly shows that two are identical….



My Windows 10 display settings are: (note: I also tried with the windows text setting to 100%, but had the same issue)



System info:

Lightroom Classic version: 12.0.1 [202210260744-9e008017]

License: Creative Cloud

Language setting: en

Operating system: Windows 10 - Home Premium Edition

Version: 10.0.19045

Application architecture: x64

System architecture: x64

Logical processor count: 12

Processor speed: 3.1GHz

SqLite Version: 3.36.0

CPU Utilisation: 6.0%

Built-in memory: 16190.6 MB

Dedicated GPU memory used by Lightroom: 1353.5MB / 4018.0MB (33%)

Real memory available to Lightroom: 16190.6 MB

Real memory used by Lightroom: 2569.8 MB (15.8%)

Virtual memory used by Lightroom: 5977.7 MB

GDI objects count: 726

USER objects count: 2057

Process handles count: 2509

Memory cache size: 2592.8MB

Internal Camera Raw version: 15.0 [1261]

Maximum thread count used by Camera Raw: 5

Camera Raw SIMD optimization: SSE2,AVX,AVX2

Camera Raw virtual memory: 1217MB / 8095MB (15%)

Camera Raw real memory: 1292MB / 16190MB (7%)

System DPI setting: 96 DPI

Desktop composition enabled: Yes

Standard Preview Size: 2048 pixels

Displays: 1) 2560x1440

Input types: Multitouch: No, Integrated touch: No, Integrated pen: No, External touch: No, External pen: No, Keyboard: No

Graphics Processor Info:

DirectX: NVIDIA GeForce GTX 1050 Ti (27.21.14.5751)

Init State: GPU for Image Processing supported by default

User Preference: Auto

Application folder: C:\Program Files\Adobe\Adobe Lightroom Classic

Library Path: C:\Users\bryn\OneDrive\Pictures\Lightroom\Lightroom Catalog-2-v12.lrcat

Settings Folder: C:\Users\bryn\AppData\Roaming\Adobe\Lightroom

Installed Plugins:

1) AdobeStock

2) Flickr

3) Loupedeck2

4) Nikon Tether Plugin

Config.lua flags: None

Adapter #1: Vendor : 10de

Device : 1c82

Subsystem : 35121028

Revision : a1

Video Memory : 4018

Adapter #2: Vendor : 8086

Device : 3e92

Subsystem : 8591028

Revision : 0

Video Memory : 80

Adapter #3: Vendor : 1414

Device : 8c

Subsystem : 0

Revision : 0

Video Memory : 0

AudioDeviceIOBlockSize: 1024

AudioDeviceName: $$$/dvaaudiodevice/SystemDefaultAndEffectiveDeviceName=System Default - DELL SE2723DS (NVIDIA High Definition Audio)#{comment}DVAAU-4201250: Open the audio hardware preferences page.

AudioDeviceNumberOfChannels: 2

AudioDeviceSampleRate: 48000

Build: LR5x19

Direct2DEnabled: false

GL_ACCUM_ALPHA_BITS: 16

GL_ACCUM_BLUE_BITS: 16

GL_ACCUM_GREEN_BITS: 16

GL_ACCUM_RED_BITS: 16

GL_ALPHA_BITS: 0

GL_BLUE_BITS: 8

GL_DEPTH_BITS: 24

GL_GREEN_BITS: 8

GL_MAX_3D_TEXTURE_SIZE: 16384

GL_MAX_TEXTURE_SIZE: 32768

GL_MAX_TEXTURE_UNITS: 4

GL_MAX_VIEWPORT_DIMS: 32768,32768

GL_RED_BITS: 8

GL_RENDERER: GeForce GTX 1050 Ti/PCIe/SSE2

GL_SHADING_LANGUAGE_VERSION: 4.60 NVIDIA

GL_STENCIL_BITS: 8

GL_VENDOR: NVIDIA Corporation

GL_VERSION: 4.6.0 NVIDIA 457.51

GPUDeviceEnabled: false

OGLEnabled: true

GL_EXTENSIONS: GL_AMD_multi_draw_indirect GL_AMD_seamless_cubemap_per_texture
GL_AMD_vertex_shader_viewport_index GL_AMD_vertex_shader_layer GL_ARB_arrays_of_arrays
GL_ARB_base_instance GL_ARB_bindless_texture GL_ARB_blend_func_extended
GL_ARB_buffer_storage GL_ARB_clear_buffer_object GL_ARB_clear_texture GL_ARB_clip_control
GL_ARB_color_buffer_float GL_ARB_compatibility GL_ARB_compressed_texture_pixel_storage
GL_ARB_conservative_depth GL_ARB_compute_shader GL_ARB_compute_variable_group_size
GL_ARB_conditional_render_inverted GL_ARB_copy_buffer GL_ARB_copy_image
GL_ARB_cull_distance GL_ARB_debug_output GL_ARB_depth_buffer_float GL_ARB_depth_clamp
GL_ARB_depth_texture GL_ARB_derivative_control GL_ARB_direct_state_access
GL_ARB_draw_buffers GL_ARB_draw_buffers_blend GL_ARB_draw_indirect
GL_ARB_draw_elements_base_vertex GL_ARB_draw_instanced GL_ARB_enhanced_layouts
GL_ARB_ES2_compatibility GL_ARB_ES3_compatibility GL_ARB_ES3_1_compatibility
GL_ARB_ES3_2_compatibility GL_ARB_explicit_attrib_location GL_ARB_explicit_uniform_location
GL_ARB_fragment_coord_conventions GL_ARB_fragment_layer_viewport
GL_ARB_fragment_program GL_ARB_fragment_program_shadow GL_ARB_fragment_shader
GL_ARB_fragment_shader_interlock GL_ARB_framebuffer_no_attachments
GL_ARB_framebuffer_object GL_ARB_framebuffer_sRGB GL_ARB_geometry_shader4
GL_ARB_get_program_binary GL_ARB_get_texture_sub_image GL_ARB_gl_spirv
GL_ARB_gpu_shader5 GL_ARB_gpu_shader_fp64 GL_ARB_gpu_shader_int64
GL_ARB_half_float_pixel GL_ARB_half_float_vertex GL_ARB_imaging GL_ARB_indirect_parameters
GL_ARB_instanced_arrays GL_ARB_internalformat_query GL_ARB_internalformat_query2
GL_ARB_invalidate_subdata GL_ARB_map_buffer_alignment GL_ARB_map_buffer_range
GL_ARB_multi_bind GL_ARB_multi_draw_indirect GL_ARB_multisample GL_ARB_multitexture
GL_ARB_occlusion_query GL_ARB_occlusion_query2 GL_ARB_parallel_shader_compile
GL_ARB_pipeline_statistics_query GL_ARB_pixel_buffer_object GL_ARB_point_parameters
GL_ARB_point_sprite GL_ARB_polygon_offset_clamp GL_ARB_post_depth_coverage
GL_ARB_program_interface_query GL_ARB_provoking_vertex GL_ARB_query_buffer_object
GL_ARB_robust_buffer_access_behavior GL_ARB_robustness GL_ARB_sample_locations
GL_ARB_sample_shading GL_ARB_sampler_objects GL_ARB_seamless_cube_map
GL_ARB_seamless_cubemap_per_texture GL_ARB_separate_shader_objects
GL_ARB_shader_atomic_counter_ops GL_ARB_shader_atomic_counters GL_ARB_shader_ballot
GL_ARB_shader_bit_encoding GL_ARB_shader_clock GL_ARB_shader_draw_parameters
GL_ARB_shader_group_vote GL_ARB_shader_image_load_store GL_ARB_shader_image_size
GL_ARB_shader_objects GL_ARB_shader_precision GL_ARB_shader_storage_buffer_object
GL_ARB_shader_subroutine GL_ARB_shader_texture_image_samples GL_ARB_shader_texture_lod
GL_ARB_shading_language_100 GL_ARB_shader_viewport_layer_array
GL_ARB_shading_language_420pack GL_ARB_shading_language_include
GL_ARB_shading_language_packing GL_ARB_shadow GL_ARB_sparse_buffer
GL_ARB_sparse_texture GL_ARB_sparse_texture2 GL_ARB_sparse_texture_clamp
GL_ARB_spirv_extensions GL_ARB_stencil_texturing GL_ARB_sync GL_ARB_tessellation_shader
GL_ARB_texture_barrier GL_ARB_texture_border_clamp GL_ARB_texture_buffer_object
GL_ARB_texture_buffer_object_rgb32 GL_ARB_texture_buffer_range GL_ARB_texture_compression
GL_ARB_texture_compression_bptc GL_ARB_texture_compression_rgtc GL_ARB_texture_cube_map
GL_ARB_texture_cube_map_array GL_ARB_texture_env_add GL_ARB_texture_env_combine
GL_ARB_texture_env_crossbar GL_ARB_texture_env_dot3 GL_ARB_texture_filter_anisotropic
GL_ARB_texture_filter_minmax GL_ARB_texture_float GL_ARB_texture_gather
GL_ARB_texture_mirror_clamp_to_edge GL_ARB_texture_mirrored_repeat
GL_ARB_texture_multisample GL_ARB_texture_non_power_of_two GL_ARB_texture_query_levels

GL_ARB_texture_query_lod GL_ARB_texture_rectangle GL_ARB_texture_rg
GL_ARB_texture_rgb10_a2ui GL_ARB_texture_stencil8 GL_ARB_texture_storage
GL_ARB_texture_storage_multisample GL_ARB_texture_swizzle GL_ARB_texture_view
GL_ARB_timer_query GL_ARB_transform_feedback2 GL_ARB_transform_feedback3
GL_ARB_transform_feedback_instanced GL_ARB_transform_feedback_overflow_query
GL_ARB_transpose_matrix GL_ARB_uniform_buffer_object GL_ARB_vertex_array_bgra
GL_ARB_vertex_array_object GL_ARB_vertex_attrib_64bit GL_ARB_vertex_attrib_binding
GL_ARB_vertex_buffer_object GL_ARB_vertex_program GL_ARB_vertex_shader
GL_ARB_vertex_type_10f_11f_11f_rev GL_ARB_vertex_type_2_10_10_10_rev
GL_ARB_viewport_array GL_ARB_window_pos GL_ATI_draw_buffers GL_ATI_texture_float
GL_ATI_texture_mirror_once GL_S3_s3tc GL_EXT_texture_env_add GL_EXT_abgr GL_EXT_bgra
GL_EXT_bindable_uniform GL_EXT_blend_color GL_EXT_blend_equation_separate
GL_EXT_blend_func_separate GL_EXT_blend_minmax GL_EXT_blend_subtract
GL_EXT_compiled_vertex_array GL_EXT_Cg_shader GL_EXT_depth_bounds_test
GL_EXT_direct_state_access GL_EXT_draw_buffers2 GL_EXT_draw_instanced
GL_EXT_draw_range_elements GL_EXT_fog_coord GL_EXT_framebuffer_blit
GL_EXT_framebuffer_multisample GL_EXTX_framebuffer_mixed_formats
GL_EXT_framebuffer_multisample_blit_scaled GL_EXT_framebuffer_object
GL_EXT_framebuffer_sRGB GL_EXT_geometry_shader4 GL_EXT_gpu_program_parameters
GL_EXT_gpu_shader4 GL_EXT_multi_draw_arrays GL_EXT_multiview_texture_multisample
GL_EXT_multiview_timer_query GL_EXT_packed_depth_stencil GL_EXT_packed_float
GL_EXT_packed_pixels GL_EXT_pixel_buffer_object GL_EXT_point_parameters
GL_EXT_polygon_offset_clamp GL_EXT_post_depth_coverage GL_EXT_provoking_vertex
GL_EXT_raster_multisample GL_EXT_rescale_normal GL_EXT_secondary_color
GL_EXT_separate_shader_objects GL_EXT_separate_specular_color
GL_EXT_shader_image_load_formatted GL_EXT_shader_image_load_store
GL_EXT_shader_integer_mix GL_EXT_shadow_funcs GL_EXT_sparse_texture2
GL_EXT_stencil_two_side GL_EXT_stencil_wrap GL_EXT_texture3D GL_EXT_texture_array
GL_EXT_texture_buffer_object GL_EXT_texture_compression_dxt1
GL_EXT_texture_compression_latc GL_EXT_texture_compression_rgtc
GL_EXT_texture_compression_s3tc GL_EXT_texture_cube_map GL_EXT_texture_edge_clamp
GL_EXT_texture_env_combine GL_EXT_texture_env_dot3 GL_EXT_texture_filter_anisotropic
GL_EXT_texture_filter_minmax GL_EXT_texture_integer GL_EXT_texture_lod
GL_EXT_texture_lod_bias GL_EXT_texture_mirror_clamp GL_EXT_texture_object
GL_EXT_texture_shadow_lod GL_EXT_texture_shared_exponent GL_EXT_texture_sRGB
GL_EXT_texture_sRGB_R8 GL_EXT_texture_sRGB_decode GL_EXT_texture_storage
GL_EXT_texture_swizzle GL_EXT_timer_query GL_EXT_transform_feedback2 GL_EXT_vertex_array
GL_EXT_vertex_array_bgra GL_EXT_vertex_attrib_64bit GL_EXT_window_rectangles
GL_EXT_import_sync_object GL_IBM_rasterpos_clip GL_IBM_texture_mirrored_repeat
GL_KHR_context_flush_control GL_KHR_debug GL_EXT_memory_object
GL_EXT_memory_object_win32 GL_EXT_win32_keyed_mutex GL_KHR_parallel_shader_compile
GL_KHR_no_error GL_KHR_robust_buffer_access_behavior GL_KHR_robustness GL_EXT_semaphore
GL_EXT_semaphore_win32 GL_KHR_shader_subgroup GL_KTX_buffer_region
GL_NV_alpha_to_coverage_dither_control GL_NV_bindless_multi_draw_indirect
GL_NV_bindless_multi_draw_indirect_count GL_NV_bindless_texture
GL_NV_blend_equation_advanced GL_NV_blend_equation_advanced_coherent
GL_NVX_blend_equation_advanced_multi_draw_buffers GL_NV_blend_minmax_factor
GL_NV_blend_square GL_NV_clip_space_w_scaling GL_NV_command_list

GL_NV_compute_program5 GL_NV_conditional_render GL_NV_conservative_raster
GL_NV_conservative_raster_dilate GL_NV_conservative_raster_pre_snap_triangles
GL_NV_copy_depth_to_color GL_NV_copy_image GL_NV_depth_buffer_float GL_NV_depth_clamp
GL_NV_draw_texture GL_NV_draw_vulkan_image GL_NV_ES1_1_compatibility
GL_NV_ES3_1_compatibility GL_NV_explicit_multisample GL_NV_feature_query GL_NV_fence
GL_NV_fill_rectangle GL_NV_float_buffer GL_NV_fog_distance GL_NV_fragment_coverage_to_color
GL_NV_fragment_program GL_NV_fragment_program_option GL_NV_fragment_program2
GL_NV_fragment_shader_interlock GL_NV_framebuffer_mixed_samples
GL_NV_framebuffer_multisample_coverage GL_NV_geometry_shader4
GL_NV_geometry_shader_passthrough GL_NV_gpu_program4
GL_NV_internalformat_sample_query GL_NV_gpu_program4_1 GL_NV_gpu_program5
GL_NV_gpu_program5_mem_extended GL_NV_gpu_program_fp64 GL_NV_gpu_shader5
GL_NV_half_float GL_NV_light_max_exponent GL_NV_memory_attachment
GL_NV_multisample_coverage GL_NV_multisample_filter_hint GL_NV_occlusion_query
GL_NV_packed_depth_stencil GL_NV_parameter_buffer_object GL_NV_parameter_buffer_object2
GL_NV_path_rendering GL_NV_path_rendering_shared_edge GL_NV_pixel_data_range
GL_NV_point_sprite GL_NV_primitive_restart GL_NV_query_resource GL_NV_query_resource_tag
GL_NV_register_combiners GL_NV_register_combiners2 GL_NV_sample_locations
GL_NV_sample_mask_override_coverage GL_NV_shader_atomic_counters
GL_NV_shader_atomic_float GL_NV_shader_atomic_float64 GL_NV_shader_atomic_fp16_vector
GL_NV_shader_atomic_int64 GL_NV_shader_buffer_load GL_NV_shader_storage_buffer_object
GL_NV_shader_subgroup_partitioned GL_NV_stereo_view_rendering GL_NV_texgen_reflection
GL_NV_texture_barrier GL_NV_texture_compression_vtc GL_NV_texture_env_combine4
GL_NV_texture_multisample GL_NV_texture_rectangle GL_NV_texture_rectangle_compressed
GL_NV_texture_shader GL_NV_texture_shader2 GL_NV_texture_shader3
GL_NV_transform_feedback GL_NV_transform_feedback2 GL_NV_uniform_buffer_unified_memory
GL_NV_vertex_array_range GL_NV_vertex_array_range2 GL_NV_vertex_attrib_integer_64bit
GL_NV_vertex_buffer_unified_memory GL_NV_vertex_program GL_NV_vertex_program1_1
GL_NV_vertex_program2 GL_NV_vertex_program2_option GL_NV_vertex_program3
GL_NV_viewport_array2 GL_NV_viewport_swizzle GL_NVX_conditional_render
GL_NVX_linked_gpu_multicast GL_NV_gpu_multicast GL_NVX_gpu_multicast2
GL_NVX_progress_fence GL_NVX_gpu_memory_info GL_NVX_multigpu_info
GL_NVX_nvenc_interop GL_NV_shader_thread_group GL_NV_shader_thread_shuffle
GL_KHR_blend_equation_advanced GL_KHR_blend_equation_advanced_coherent
GL_OVR_multiview GL_OVR_multiview2 GL_SGIS_generate_mipmap GL_SGIS_texture_lod
GL_SGIX_depth_texture GL_SGIX_shadow GL_SUN_slice_accum GL_WIN_swap_hint
WGL_EXT_swap_control