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Our default implementation multiplies a pixel with factor 2.0, because 1px is not enough on mobile devices. This applies to preferred/min/max sizes and all gaps/anchor positions. If this doesn't work for your UI, simply change the factor in mobile_style.xml:

```
<options>
  <!-- only on mobile devices and not in browser -->
  <mobilescaling>2.0</mobilescaling>
</options>
```

From:
https://doc.sibvisions.com/ - **Documentation**

Permanent link:
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