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Subject: Re: Object Graphics fonts

Posted by [David Fanning](#) on Wed, 09 Jun 2004 20:06:30 GMT

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Michael Wallace writes:

- > It does seem odd that only changing one line of code to use an
- > IDLgrBuffer instead of an IDLgrWindow would cause these little one pixel
- > differences and a slight font size difference. Is there an explanation
- > for this or does this get chalked up to the mystery that is IDL?

This mystery has a long history in IDL. For example, the Z-graphics buffer and an IDL window of the same size has different size fonts and axis placement. But not too much. Just enough to think you probably shouldn't have started drinking so early in the day. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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