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Subject: Re: Object Graphics fonts

Posted by [Michael Wallace](#) on Thu, 10 Jun 2004 16:01:46 GMT

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- > The explanation is that the devices have different resolutions:
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- > IDL does its best to draw the glyphs at the requested size. A common size
- > is 12 points and that does not mean 12 pixels, although on most displays the
- > size of a pixel is pretty close to a point (1/72nd of an inch). IDL uses
- > the device resolution (size of a pixel) to decide how many pixels to use to
- > draw the glyphs. If the resolutions are different, then the number of
- > pixels used will be different, in order to get the same physical size.

Oh, I get it now. No matter how long I work in this profession, it seems I always have to relearn that points != pixels, although usually points ~= pixels. For some reason, my little ol' head just can't seem to remember details like this. Maybe it's because I only try to call up that knowledge when I need it, which is not very often.

- > If your window pixel size is smaller than the buffer pixel size, as is the
- > case above, then it would take more pixels to draw the same size glyph.
- > That's why the text looked better in the window.

Yep, my window pixel size was smaller. Okay, this mystery is solved, at least for me. I don't know if anyone else got anything out of this discussion, but I feel better knowing that I can move one IDL nuance from the "mystery" pile to the "makes sense" pile. :-)

-Mike

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