Subject: Re: Why the font is smaller in the IDLgrBuffer ?
Posted by natha on Fri, 27 Feb 2009 16:48:22 GMT
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Juas jUas,

I figured that there was a reason for the variability of the font
size.

For example, you've an example (http://www.dfanning.com/tip_examples/
zfonts.pro) where you use the ZBUFFER for DirectGraphics and you
multiply the charsize*4 for the same reason.

I think maybe there is a way to know how can we preserve the original
font size...
I tried to get the TextDimensions of the IDLgrText inside the buffer
using GetTextDimensions method. Then I increased the font size using
the relation between the real font size and the size inside the
buffer. It doesn't works.

> They figured mental anguish should be the right of *all* IDL programmers.

Bernat