
Subject: Re: Why the font is smaller in the IDLgrBuffer ?
Posted by [David Fanning](#) on Fri, 27 Feb 2009 16:13:27 GMT
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bernat writes:

- > I've an IDLgrView with some IDLgrTexts using a certain IDLgrFont and I
- > convert all of that to an IDLgrImage using an IDLgrBuffer.
- > The Buffer has the same dimensions of the View and I use the Draw and
- > Read methods.
- >
- > On the result, the font of all texts is modified and smaller than the
- > original.
- > Why ?

This is a fairness issue. Direct graphics programmers have had to deal with this since, well, forever with the Z-graphics buffer. So the good folks at ITTVIS couldn't let the object graphics programmers get off scott free. They figured mental anguish should be the right of **all** IDL programmers.

Cheers,

David

P.S. I don't know this for a fact. It's just my theory. :-)

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
