
Subject: Re: Why the font is smaller in the IDLgrBuffer ?
Posted by [Michael Galloy](#) on Fri, 27 Feb 2009 21:05:33 GMT
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bernat wrote:

> Hi Rick,
>
> I wrote a small routine to aproximate the font size in the buffer to
> the original font size.
> It's a crazy solution. See below...
>
> With your idea all results more easy.
> The only thing to do is set the RESOLUTION property on the
> IDLgrBuffer. Like that:
> resolution=[1d!/D.X_PX_CM,1d!/D.Y_PX_CM]
> oBuffer->SetProperty, RESOLUTION=resolution)
>
> The problem is that !D.XY_PX_CM only returns the approximate number of
> pixels per centimeter in the X and Y directions so the font size
> changes a little bit beacause the resolution is not exact.
>
> There is another way to get the DPI ?
>
> Thanks,
>
> Bernat
>
> ;-----
>
> PRO TEST_BUFFER_FONT, font_size, dimensions, \$;;input
> final_font_size ;;output
>
> tt=SYSTIME(/SEC)
>
> oView=OBJ_NEW('IDLgrView', VIEWPLANE_RECT=[0,0,dimensions
> [0],dimensions[1]])
> oModel=OBJ_NEW('IDLgrModel')
> oModel->SetProperty, /DEPTH_WRITE_DISABLE
> oView->Add, oModel
>
> buff_font=OBJ_NEW('IDLgrFont', 'Helvetica', SIZE=font_size, THICK=2)
> buff_text=OBJ_NEW('IDLgrText', STRING='null text', FONT=buff_font,
> RECOMPUTE_DIMENSIONS=2)
> oModel->Add, buff_text
>
> oBuffer=OBJ_NEW('IDLgrBuffer', DIMENSIONS=dimensions)
> oBuffer->Draw, oView
>

```
> buff_text_dim=oBuffer->GetTextDimensions(buff_text)
>
> count=1.
> WHILE buff_text_dim[1] LT font_size DO BEGIN
>   buff_font->SetProperty, SIZE=font_size+count
>   oBuffer->Draw, oView
>   buff_text_dim=oBuffer->GetTextDimensions(buff_text)
>   count=count+1.
> ENDWHILE
>
> PRINT, 'Font size / size after buffer ', font_size, buff_text_dim[1]
>
> final_font_size=font_size+count
>
> OBJ_DESTROY, [oView, oModel, oBuffer, buff_font, buff_text]
>
> PRINT, 'TEST_BUFER_FONT TIME ', SYSTIME(/SEC)-tt
> END
```

Try:

```
IDL> minfo = obj_new('IDLsysMonitorInfo')
IDL> print, minfo->getResolutions()
    0.026458333    0.026478617
    0.026458333    0.026478617
IDL> obj_destroy, minfo
```

Mike

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