
Subject: Re: IDLgrWindow vs. IDLgrBuffer, font-rendering difference
Posted by [M. Katz](#) on Tue, 01 Dec 2009 04:37:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Karl, you're absolutely right! Thank you.

Using GetProperty on newly created IDLgrWindow and IDLgrBuffer objects, you can see that they have different resolutions on Mac, but the same resolution on Windows. So now to make the two objects match their respective font sizes, I can note the default resolution for the IDLgrWindow, and then set the RESOLUTION keyword when the IDLgrBuffer is created.

-M.
